Walkthrough

Prologue

“This is but one of the legends of which the people speak...”

Long ago, there existed a kingdom where a golden power lay hidden. It was a prosperous land blessed with green forests, tall mountains, and peace. But one day a man of great evil found the golden power and took it for himself. With its strength at his command, he spread darkness across the kingdom. But then, when all hope had died and the hour of doom seemed at hand, a young boy clothed in green appeared as if from nowhere. Wielding the blade of evil’s bane, he sealed the dark one away and gave the land light. This boy, who traveled through time to save the land, was known as the Hero of Time.

The boy’s tale was passed down through generations until it became legend. But then, a day came when a fell wind began to blow across the kingdom. The great evil that all thought had been forever sealed away by the hero once again crept forth from the depths of the earth, eager to resume its dark designs.

The people believed that the Hero of Time would again come to save them. But the hero did not appear. Faced by an onslaught of evil, the people could do nothing but appeal to the gods. In their last hour, as doom drew nigh, they left their future in the hands of fate. What became of that kingdom? None remain who know. The memory of the kingdom vanished, but its legend survived on the wind’s breath.

On a certain island, it became customary to garb boys in green when they came of age. Clothed in the green of fields, they aspired to find heroic blades and cast down evil. The elders wished only for the youths to know courage like the hero of legend.

Humble Beginnings

Outset Island (B7)

MAP LEGEND

Hero's Shield

Hero's Sword

Telescope

Your adventure begins in a small, quiet town on Outset Island. Very few people live here and fewer still venture away from it. Most are content to spend their days in quiet solitude, and this includes a young blond-haired boy garbed in blue named Link.

Link, his grandmother, and his sister Aryll live peaceful lives. So much so that Aryll, after a thorough search of the town, finds her brother napping in the town's watchtower. She is quick to remind our groggy protagonist that today is, in fact, his birthday and that their grandmother is looking for him. So without further delay, let's go see what she wants.

You now have full control of our half-awake hero. Climb down the watchtower ladder using S to move Link. All you need to do is approach the ladder and Link will hop onto it automatically. If the camera isn't facing the direction you want to look, just hit ZL to point the camera in the direction Link is currently facing or use R to adjust the camera manually. While climbing down the ladder, you can press A to have Link let go of the ladder, taking you to the ground with all the grace the lazy Link can provide.

The Dangers of Gravity

A quick warning about falling: While falling from this particular ladder is safe, Link will take damage if you fall from too great a height, so take care not to play daredevil or you will lose health when you hit the ground.

At the bottom of the ladder, follow the dock to the dirt path. Follow the dirt path and take a right when it forks. From here, continue along the dirt path, walking over the wooden bridges suspended over the ocean water. Continue onto the dirt path, ignoring the right turn toward the beach along the way, and follow it until it forks one last time. Take a right at the fork and Link's humble abode will be right in front of you. Head up the wooden ramp and press Ⓐ at the door to enter.

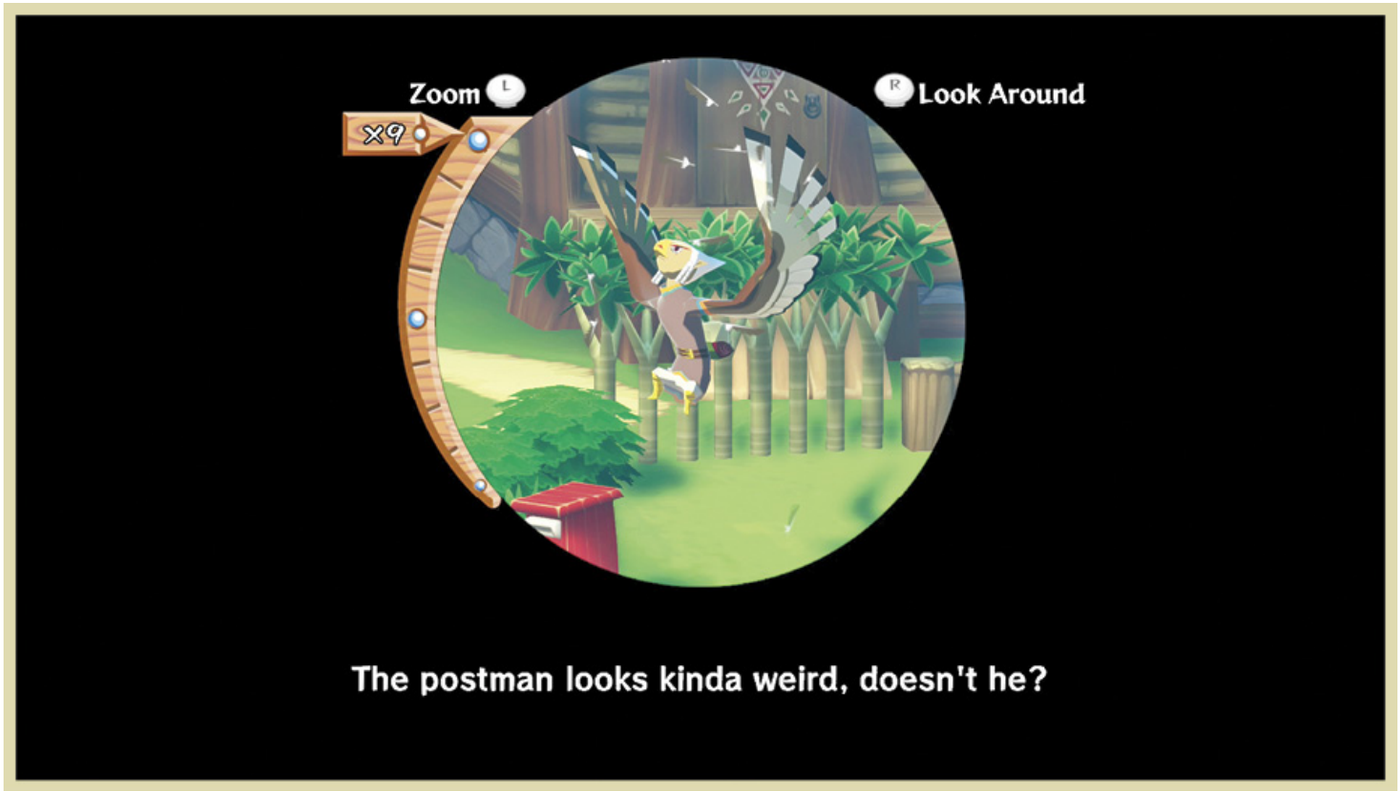
After you enter, climb the ladder to find Link's grandma. She has a present for Link: the traditional green Hero's Clothes worn by boys at their coming-of-age. Link isn't thrilled about wearing a long-sleeved tunic and a pair of tights in tropical weather. As if sensing her grandson's disappointment at his new wardrobe, Link's grandma reminds him that he'll only have to wear the clothes for a day. She's also decided that she wants to throw a party for his birthday and is going to invite everyone on Outset Island. While she prepares for the coming festivities, she asks Link to go find Aryll.

Turn around and head down the ladder or just run off the ledge—don't worry, Link will automatically jump off of it for you.

A Hop, Skip, and a Jump Away

In *The Wind Waker*, as with other *Legend of Zelda* games, Link will automatically jump whenever he is running toward a ledge. So don't stress out if you can't find the Jump button. Instead, just hold L toward any ledge and watch our hero soar...well, for a moment before gravity kicks in.

To find Aryll, head back out the door and follow the path across the two bridges to the watchtower.



Skipping Stones

On your trek to the watchtower, in between the two bridges, you'll find a boy named Joel holding a stick. Behind him is a set of stones sticking straight out of the ocean water with Rupees on top (15 Rupees to be precise). This is a good chance to practice your jumping while also getting your first bit of money to start you off on the right foot. Jumping is automatic, so just line yourself up with each stone, hit ZL to straighten the camera, and hold L to make the jump.

Once you are back in the watchtower, Aryll gives Link his birthday present, which is also her most prized possession: her favorite Telescope. Ever eager, Aryll asks Link to give the Telescope a whirl.

1 Telescope

Take a Look

To use the Telescope with a regular controller, press ⊕, highlight it, and press either Ⓧ, Ⓨ, or R to assign it. Leave the menu and press the button you chose to use it. If you're using the Wii U GamePad, simply use the touch screen to drag and drop the item into the slot labeled with your button of choice. Use Ⓡ to move the Telescope around, and use Ⓛ to zoom in and out.

While peering through the Telescope, Aryll notices the often-elusive Rito postman, Quill, delivering letters in front of Link's grandma's house. Why not take a gander for yourself? In the process of scoping out Quill, he begins to panic. What's got him so spooked? Aryll seems to have spotted it as well and asks Link to look up at the sky, so zoom out and do just that.

Above the tiny Outset Island, a beastly bird holding a young girl in its talons is zigzagging to avoid the stone-throwing-catapult attacks of a pirate ship in the ocean below. Unfortunately for the monstrous mallard, the pirates pull off a precise attack and knock the girl out of the vulture's talons into the island's forest. There is now but one thing to do: make sure that the girl is safe, but with the aggravated avian still in the area, Aryll suggests that Link find some method of self-protection.

Where could someone go to find a weapon on this typically peaceful island? Why, the swordmaster Orca, of course! Head back down the watchtower and follow the path toward your house. Once you cross the two bridges and reach the beach on the other side, head to the first house on your left to find Orca's residence.

Once you approach Orca's house, you will be stopped by his brother Sturgeon, who will teach you how to ZL-Target. This incredibly useful mechanic will allow you to lock on to enemies and other characters you meet on your adventures. Afterward, head into the door directly below Sturgeon to obtain and learn how to wield a blade from Orca.

Respect Your Elders

If you're willing, you can head up to Sturgeon's floor. Aside from ZL -Targeting, he will also offer to teach you some other mechanics if you're up for trading some of your precious time in exchange. Accept his offer if you want to learn some extra tricks and tips by reading the notes tacked across his wall.

Once inside, talk to Orca and he'll sense Link's urgency. He immediately offers to train Link in the way of the sword. Follow his instruction and you'll master the art of the blade in no time.

The Sword-Wielders Cheat Sheet

In case you miss something, you can train again by talking to Orca or by taking a look at the list below:

Horizontal Slice: Press B

Vertical Slice: ZL -Target your enemy and then hit B

Thrust: ZL -Target your enemy, hold L, and press B

Spin Attack: Hold B for a second or two and then release. Alternatively you can rotate L in a full circle and hit B to trigger the same attack.

Parry Attack: ZL -Target your enemy and wait until your sword flashes green and the A flashes on the bottom of the screen, then hit A to parry.

Jump Attack: ZL -Target your enemy and hit A

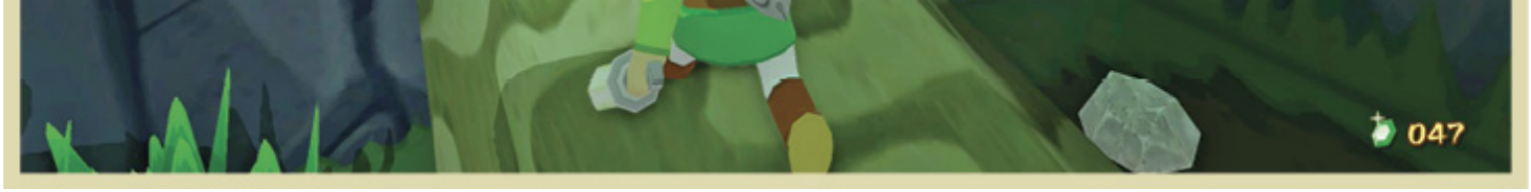
After finishing your training, Orca hands Link the Hero's Sword to keep. With a weapon in hand, Link is ready to head into the forest and find the problematic parrot's fallen hostage. Head back out of Orca's house and take a right onto the dirt path. Cross the two bridges again and follow the path past the watchtower. Head up the hill and cut down the trees blocking your path. Continue up the path until you see a bridge. Cross the bridge and head through the passage on the other side of the gorge to reach the Forest of Fairies.

2 Hero's Sword

Humble Beginnings

Forest of Fairies

Inside the forest, Link quickly locates the fallen girl hanging from a tree, unconscious. Run straight up the path connected to the wall on your right. Jump down the ledge and you'll face your first enemy: a Blue Bokoblin.



Enemy: Blue Bokoblin

The Blue Bokoblins are simple enemies that you can defeat in a variety of ways, but especially with your trusty Hero's Sword. Their attacks do little and their defense is low. Use a ZL -Target on a Blue Bokoblin and hit B repeatedly to fell these weak opponents.

After parting ways with the wayward Bokoblin, climb up the stump and hop up the ledge ahead. Head toward the fallen log at the end of the path past the giant boulder (we'll come back to that later) and follow it up over the ledge on your left.

Finders, Keepers

If you're looking to increase the population of your wallet, before climbing the stump and jumping to the ledge ahead, turn around and hold ZR to crawl into the fallen log to find a Red Rupee worth 20 Rupees.

Saving It for the Big Leagues

After this point, you will rarely, if ever, be told about red, blue, or Green Rupees that are in an area outside of a treasure chest. There are much larger Rupees to find, which we will point out early and often.

After hopping off the log into the coppice below, two more Blue Bokoblins will be air-dropped into the Forest of Fairies to battle Link. Dispatch them and the mysterious girl will come to her senses and shake herself off the tree, wondering where she is and what the story with Link's wardrobe choice is. Before any of her pressing questions can be answered, one of the pirates, named Gonzo, races to the aid of the girl. It so happens that the girl, whose name is Tetra, is also one of the pirates, and she is looking to teach the giant bird that dropped her a valuable lesson.

Link follows Tetra out of the Forest of Fairies and is greeted from across the bridge by his sister Aryll. Unfortunately, the greeting is cut short when the lethiferous lark swoops in and mistakenly grabs Aryll instead of Tetra, flying away with her in its claws.

In light of seeing his sister snatched by the anarchic avian, Link decides that he is going to bring her back. He proposes this idea to Tetra and Gonzo only to receive a resounding dispassionate, “No way.” Tetra, feeling comfortable washing her hands of the situation, believes that she and the rest of the pirates had no hand in the giant bird’s kidnapping of poor Aryll. Lucky for Link—and Aryll—Quill, the Rito postman, seems to see it differently.

After a short, one-sided debate, Tetra finally yields to the wise Rito's council and decides to let Link join her crew IF he can find some manner of defense beyond just his sword. As it stands, if Link is to hunt the behemoth bird, he must head to its nest in the Forsaken Fortress: a foreboding, hostile place that gives parley to no man—or woman! Any and all preparations will be necessary if Link hopes to bring back his young sister unscathed.

If nothing immediately pops into your head for what you could use to defend yourself, why not mull it over after you visit Link's grandma? It'd be wise to let her know what has happened to her beloved granddaughter.

Back at home, talk to Link's grandma; it seems that she has divined something terrible has happened. Poor grandma...but since Link has been home, something seems to have sparked an idea for a method of defense...something up the ladder...That's right! The shield in the middle of the reef on the second floor! Climb up the ladder to retrieve it. But wait...it's gone! Maybe Link's grandma knows where it went...

Again proving that her intuition will never dull, Link's grandma has seen the future. As you climb back down the ladder, she will present Link with the Hero's Shield, the item you need to convince Tetra and the other pirates that you're not a liability. You can head back to the pirates at any time to set off on your journey to rescue Aryll.

3	Hero's Shield

Before You Set Sail

There are a few sources of Rupees for you to find on Outset Island that would certainly leave your wallet feeling a bit heavier—and no one is going to argue on why that "isn't" a good idea.

Mo' Money, Mo' Problems

It's important to understand that while grabbing every Rupee you see is generally a good idea, your wallet is currently limited to 500 Rupees and reaching that limit means losing out on any Rupees you find until you can spend what you already have. So, grab what you can, but when you start reaching that 500 Rupee limit, start spending so you have space in your wallet when you open a chest with a prize Rupee in it.

Before You Set Sail, Continued: The Three Little Pigs

One of the first minigames you can play in *TheWind Waker* is all about capturing pigs. Around Outset Island are three roaming piglets who need a new place to live. Your first order of business is to locate Rose and Abe's house. Right after exiting Link's house, take the first right and follow the path up the slope to the house at the top of the hill. Rose and Abe's house has a pigpen attached to the side of it.

Your job will be to gather the three piglets and throw them into the pigpen. The first is down the dirt path just a few feet from Rose and Abe's house. Hop down onto Orca and Sturgeon's back deck and hold ZR to crawl; the piglets are jumpy, and if you give any indication that they are about to be swept up by your masterful, pig-snatching hands, they'll take off in a hurry. Crawl up behind the pig until you are pretty much headbutting it, let go of ZR , and hit A to grab the piglet. Once it is in your possession, simply run it back up the slope to Rose and Abe's house and throw it in the pigpen by pressing A . Talk to Rose to collect a Red Rupee. Follow these instructions for the other two piglets to complete the minigame.

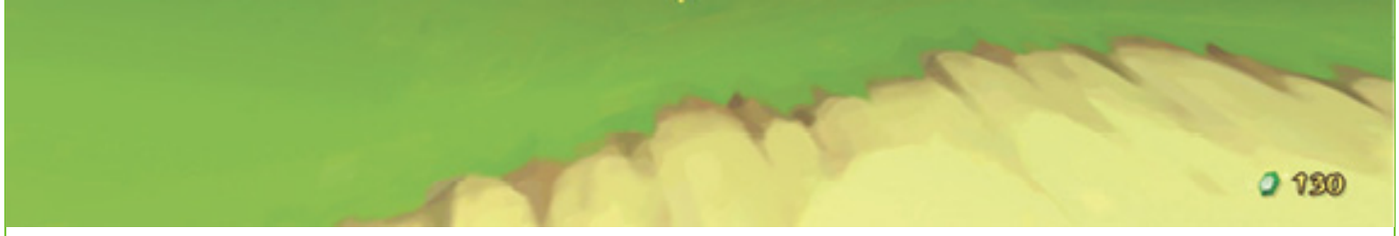
The second piglet is found on the left side of Orca and Sturgeon's house.

The final piglet is located behind the house directly in front of the watchtower, straight ahead of the two bridges.

Buried, er, Hidden Treasure

There are two treasure chests on Outset Island containing Rupees. You can find the first treasure chest in the house in front of the watchtower (where you got the third and final piglet, remember?). Head into the house and hold ZR to crawl under the bed—a Green Rupee under the bed will mark the location. Crawl through the passage under the bed to locate the treasure chest containing a Red Rupee.

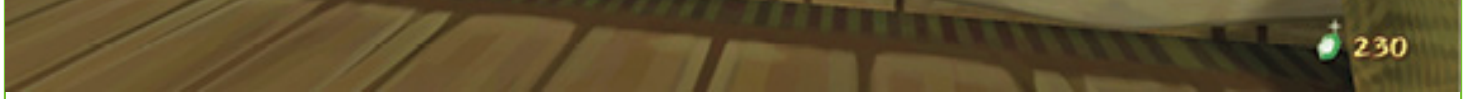
Secret Stash



If you're really dying for some more treasure, you can find the second treasure chest under Link's house by crawling (with ZR) underneath his porch. Follow the path underneath the deck and you'll end up under the house. Inside you'll find the treasure chest with an Orange Rupee worth 100 Rupees. Not a bad amount to start with, huh?

Seems Like More of a Bait Boat...

There is one last thing you can do before taking off with Tetra and the other pirates: visit Beedle's Shop Ship. You can find the Shop Ship within swimming distance just off the coast of Outset Island. Climb aboard and head through the ship's door to find Beedle.



Speak with Beedle to purchase his wares. Move Ⓛ to browse his stock and press Ⓐ to make a purchase. Your first order of business should be to purchase a Bait Bag; after all, you can't hold bait without one and bait is pretty much all Beedle deals in at this particular location. Afterward, purchase a Hyoi Pear and then buy a two or three All-Purpose Baits; they'll come in handy later.

4	Bait Bag

Hunting Like a Pro

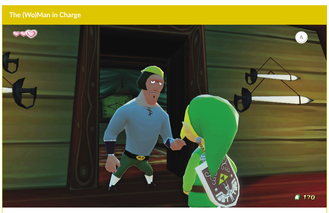
Bait is used to entice animals, which can result in a great many different interactions. Some animals will stop fleeing while others will actively assist you if given proper bait. It's always a good idea to have All-Purpose Bait on hand, so make sure to stop by Beedle's Shop Ship.

You are now ready to leave Outset Island, so without further delay, head back to the pirates and talk to Tetra to begin your trip to rescue Aryll. After a heartfelt good-bye, Link, Tetra, Gonzo, and the rest of the pirate crew sail away from the small, happy village that Link calls home.

The Hunt for Aryll
Pirate Ship

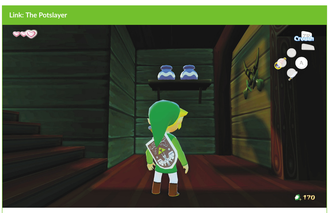
There isn't a lot to do on the pirates' ship, and Tetra isn't very pleased having Link aboard. To cool the hotheads, head down to the door just past the mast (the pole with the sail on it) and go through it. Take the stairs directly ahead of you to meet Niko, the pirate who you replaced as the bottom of the food chain on this ship.

The (Wo)Man in Charge



If you try entering the room at the top of the stairs that lead down to Niko, you'll be stopped by Nudge, a monumental pirate who is as loyal as he is big. He will tell you that no one enters Tetra's room, not even "real pirates." It would seem that Tetra is more than just another pirate; she is actually the pirate leader.

Link: The Potslayer



At the bottom of the steps is a door leading into an open area. Before you cross its threshold, look at the walls to the left and right; there are two sets of pots on shelves mounted on the walls on either side. Roll into either of these walls by holding W and pressing R; the pots will fall and you'll gain a few extra Rupees. Remember this technique whenever you see pots on the wall to get Rupees and Hearts.

Head through the doorway at the bottom of the stairs and you will be greeted by Niko, the second-lowest pirate on the ship's totem pole. Reveling in his new placement, he informs Link that he must complete the test all pirates have to take in order to earn their place on the ship. He warns Link that the test will be painful, full of bumps and bruises, and that it should take at least a year to finish it. Let's prove him wrong, shall we?

Swinging Shenanigans

Niko's test involves platforms that rise from the ground and lamps hanging from the ceiling. Your goal is to reach the room's other side by jumping and swinging from platform to platform. The catch—and there is always a catch—is that you have only 60 seconds to make it across before the platforms lower back to the ground and you have to start all over.

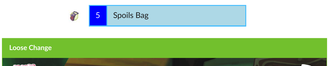
This can be a real challenge if you're the rushy type. The important thing here is patience and moderation. Every time you jump onto a platform, line your camera up with the lantern before trying to make the next jump. Watch the lanterns and jump when they begin to swing back toward the middle of their arc, instead of at the far left or right of it. When on a rope, don't jump off of it when you are at the height of your swing (you will likely overshoot your jump and land smack-dab on the floor); instead, jump just before the top. If you jump onto the lantern higher than you wanted, you can hold the O Button to stop your swing and use the Left Stick to climb up and down the rope. You can also turn while swinging by holding the Left Stick left or right.

The path to the room's other side is pretty straightforward; if you can reach a lantern from a platform, you know it's the one you need to be jumping onto. If you fall, just climb back up the ladder attached to the starting platform with the switches on it and try again. When you fall, activate the switch to lower the platforms right in front of the ladder to give yourself the maximum amount of time.

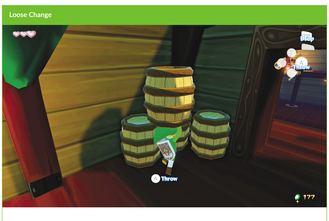
Time Management

When you first start the minigame, head to the platform's left side and activate the switch to lower it; then head right and hit the switch to raise them again. This will reset the timer, ensuring you get the most time possible to take on this challenge.

Once you've completed Niko's challenge (and utterly stunned him with your speed in the process), you will be awarded with the Spoils Bag, which will hold various items dropped by enemies. After you grab the Spoils Bag, Tetra will call for Link, telling him that they arrived at the Forsaken Fortress. Best not to keep the hotheaded pirate leader waiting. Jump down from the Spoils Bag treasure room, climb up the ladder at the room's entrance, and head to the deck.



Loose Change



Much in the same way you threw the piglets during the minigame on Outset Island, you can also throw and break objects, such as pots and barrels, like the ones located in the room where Niko is stashing the Spoils Bag. Pick these up with # and press # again to throw them; they'll break into little bits and drop items. This is an invaluable skill that will help you get Rupees, Hearts, and other items along your journey and works wonders in areas you can't draw your sword. Use it whenever you get the chance. After all, everyone has a little vandal in them.

The Hunt for Aryll

Forsaken Fortress (A1)

MAP LEGEND

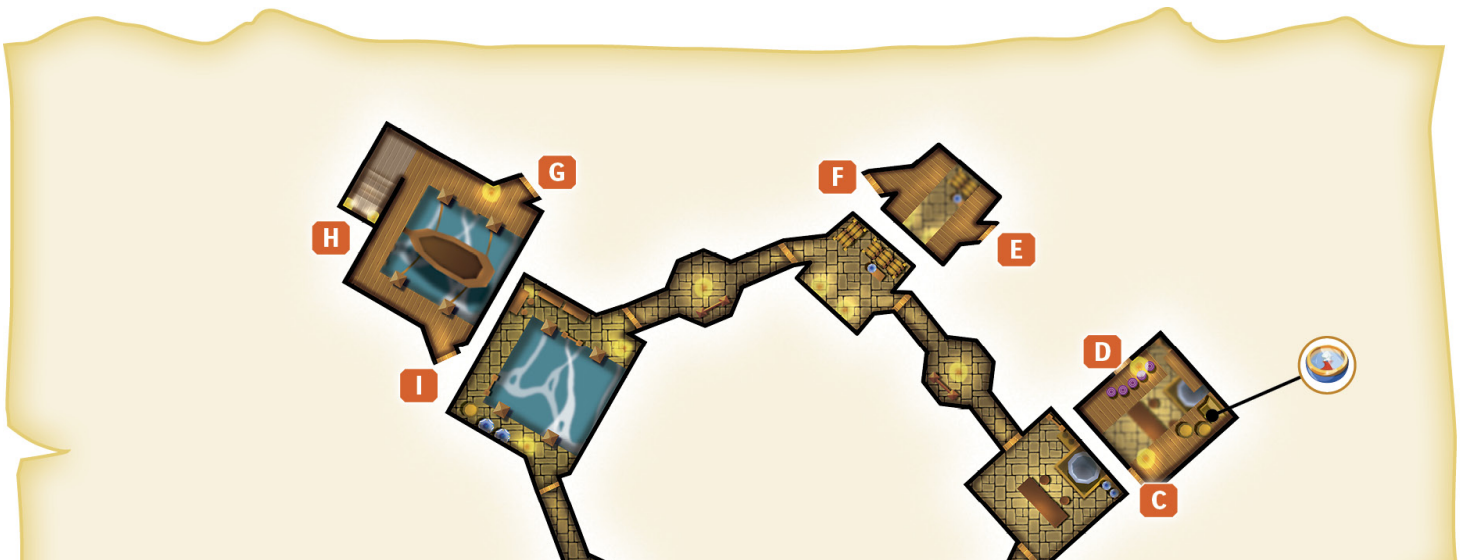
A – K To/From

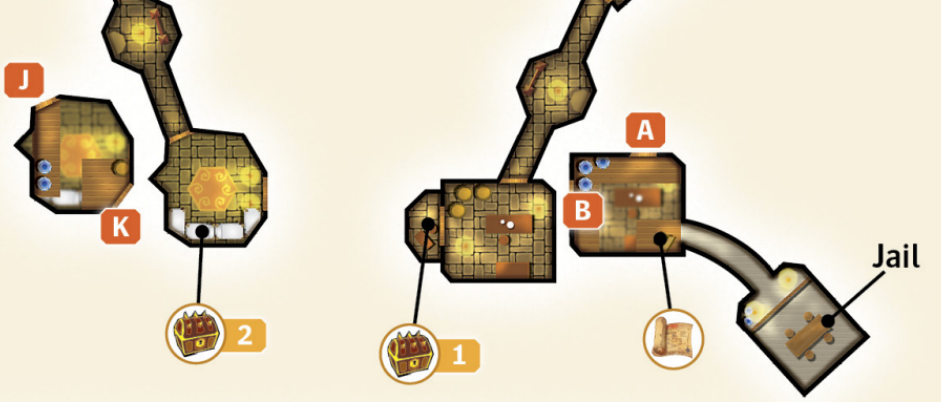
Dungeon Map

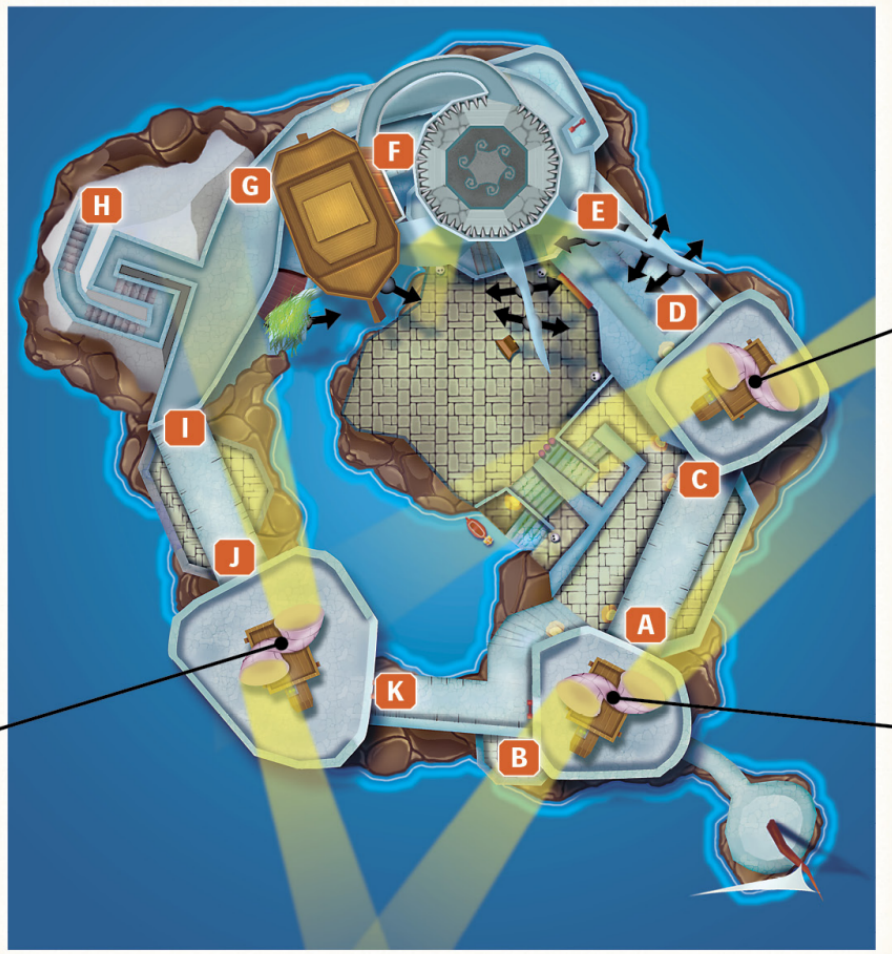
Compass

Chest #1 (Piece of Heart #1)

Chest #2 (Yellow Rupee)







For the Sake of the Forsaken Fortress

When you're on the ship's deck, Tetra will call you from atop the mast. Walk around to its other side and climb the ladder. At the top of the mast, Tetra points out to Link the Forsaken Fortress in all its foreboding glory. As it turns out, she has history with the fortress's previous owners, but the place has changed ownership recently, and nothing but terrible rumors have been heard about the place since. And to confirm those rumors, the ruinous raptor that kidnapped Link's beloved little sister is perched in his nest inside the fortress, just as Quill said. This place has "bad news" written all over it.

To make matters worse, security is unnervingly tight around the structure, making a direct approach impossible. How will Link be able to enter? Think...think...think...

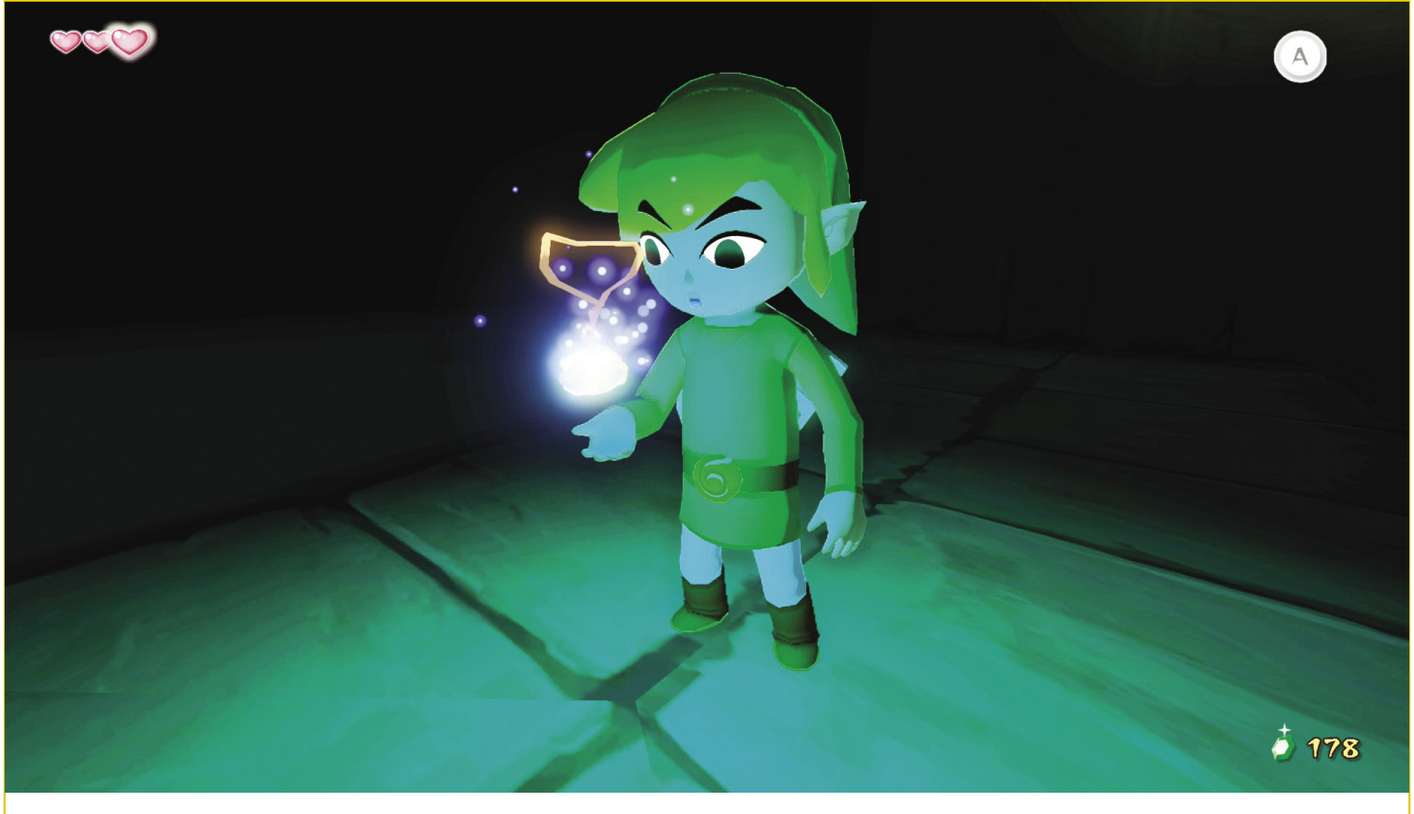
Before Link can come up with a practical plan, Tetra decides to take a more...excessive approach and loads Link onto the ship's catapult. Before our silent friend can muster up a protest, Tetra has Gonzo pull the lever, sending Link via airmail into the unfriendly fortress.

Unfortunately, Tetra's aim isn't great, which becomes apparent when Link smashes against one of the fortress towers, losing his Hero's Sword in the process. When Link comes to, he is drenched and defenseless, but he's in one piece.

Out of nowhere, he hears Tetra's voice as though she was nearby, but how can that be if she's still on the boat? It turns out that she snuck the Pirate's Charm into Link's pocket before her attempt to catapult him into oblivion. The Pirate's Charm allows Tetra and others to see what Link is doing and communicate with him directly.

6 Pirate's Charm

Charming

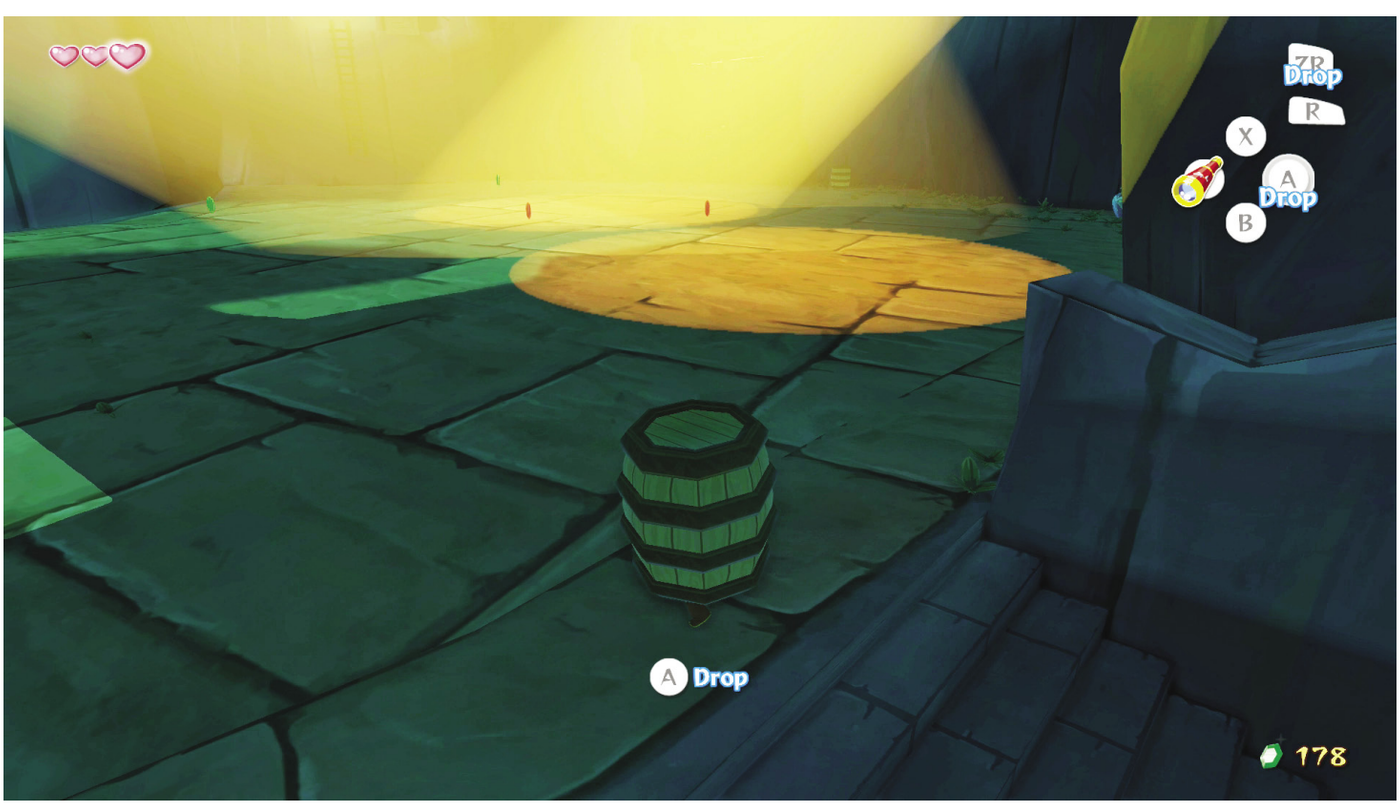


When a character wishes to speak with Link, the # icon in the screen's top-right corner will change while a twinkling tone sounds, indicating that someone is trying to contact him. Hit # to answer the call and you'll often be given hints and tips on where to go next or what to do with a given puzzle.

This Is a Sneaking Mission

Without a weapon, Link is at a distinct disadvantage against whatever adversaries he may face while in the Forsaken Fortress, so stealth is going to be your greatest ally. While in the Forsaken Fortress, you will find barrels. Rather than breaking them, pushing # on a barrel will result in Link lifting it over his head and hiding in it. To take the barrel off, just push # again or push). Holding still while under the barrel—or rather, not moving S—will result in Link lowering the barrel to the ground, making him invisible to any patrols in the area. Staying out of the searchlights and the gaze of patrolling enemies is the key to making it through the fortress unscathed.

1. Who Put Out the Lights?



Your first order of business is to head up the stairs to the right of the landing you start on. Your goal is to turn off all three sets of searchlights in order to venture through the fortress freely. Well, sort of freely; there will still be plenty of guards patrolling the area, so don't get too comfortable.

In the middle section of the two sets of stairs are a couple of barrels. Grab one with 3. Head up the second set of stairs and you'll reach a courtyard with two roving spotlights. If either of these searchlights catches you without a barrel or while walking with your barrel on, you'll be thrown in a holding cell and will have to find a way to escape (or read the "Jail Break" note below), so do your best not to get caught. If one passes over you, hold completely still by letting go of S to avoid detection. In the center of the courtyard are two Red Rupees. If you're feeling gutsy enough, go and grab them to net yourself 40 more Rupees.

Jail Break

If one of the spotlights catches you, or if you're spotted by a patrolling enemy, you'll be taken to a holding cell inside the Forsaken Fortress. This can really put a damper on your trip. In order to escape, jump onto the table in the middle of the cell and then hop onto the bookcase against the wall. Pick up the pot to reveal a crawl space. Crawl through it and you'll be free as a bird. Head down the ramp, open the treasure chest—if you haven't already—grab the Dungeon Map, and then jump onto the lantern hanging from the ceiling. Swing across the gap and take the door on the right to get back to the courtyard and to find your bearings again.

Afterward, climb the set of stairs to the right side of the steps leading up from your starting point. Take all three sets of stairs and walk up the slope just past the archway. Remove the barrel for the time being. Follow the sloped path until you reach a ladder at the path's end. Climb it and you'll be at the first of the three sets of searchlights. All you need to do now is defeat the Blue Bokoblin operating the searchlights. Easy enough, right? Well, maybe with the Hero's Sword, but since you are weaponless, you'll have to be a bit more creative.

To defeat the Blue Bokoblin, you must grab a Deku Stick. There are two ways to get this. The first is to retrieve it from a pot in the tower's far left corner—you can spot it right when you reach the top of the ladder. Pick up the pot and throw it to get access to the Deku Sticks inside it. Grab one of the sticks with # and you'll be ready to handle the Bokoblin. The other method, which will also work if you lose your Deku Stick, is to deflect the Blue Bokoblin's attack with your shield by holding 0 to block. After a hit or two, the Bokoblin will lose its Deku Stick, panic, and then race to it or another stick lying on the floor. This is your chance to get its stick, or another stick, and then swing away. The Bokoblin should go down after three or four hits, leaving the searchlight unmanned and shut down for good.

Oh Joy!

Since you've got the Spoils Bag in your possession, enemies will begin dropping loot. The first item you're likely to find is a Joy Pendant. You find these somewhat frequently after defeating Bokoblins and can get them from the color-changing Treasure Spheres. Collect Joy Pendants every chance you get and hang on to them; they'll be useful later.

2. Who's Afraid of the Dark?

Hop off the tower the way you came up and follow the sloped path until you reach the archway, which should now be on your right at the bottom of the slope. Head through the archway and take a right, heading through the door at the end of the hall.

Your next destination is the door at the end of this room, but before you go, look left to find a treasure chest on the gap's other side—if you haven't been spotted by a searchlight or patrol by this point, as this is the room you were taken to after being spotted. Jump onto the lantern hanging from the ceiling and swing across to the other side, just like you did during Niko's test. Do your best not to fall here; the first floor of the Forsaken Fortress offers only enemies and a quick passage to a holding cell. Open the treasure chest to find the Dungeon Map for the Forsaken Fortress. Now, swing back to the other side and head through the door on your left, just past the pots.

Dungeon Maps and You

The Dungeon Map allows you to see a full layout of whatever dungeon you're in currently regardless of whether you've been to every room. It's a very useful item for keeping track of where you are and where you need to go. Note that every dungeon has its own Dungeon Map, and the Dungeon Map you acquire in one dungeon will not work in another dungeon.

Heart Piece Opportunity: Piece of Heart #1

This is your opportunity to get your first Piece of Heart. Instead of swinging across on the lamp, fall straight down into the gap. In this room is a large collection of barrels and another prison cell. Inside the prison cell is a treasure chest containing the Piece of Heart, but the cell door is locked. To open it, run behind the collection of barrels to the right of the cell door and you'll find a switch. Step on the switch and the door will open. Enter the cell and collect your prize.

You can get back to the second floor with ease if you just walk out of the room and get spotted by a lantern-holding Moblin patrolling the area. You'll be captured and sent back to the room above.

7 Piece of Heart #1

Enemy: Rat

Rats don't take much to defeat, but their speed and teamwork with other Rats make them an enemy you can't ignore. A single hit from anything, from the Hero's Sword to a pot, will take them out, but it's best to avoid them altogether if possible since taking a hit from one makes Link drop some Rupees, which the little thieves will greedily try to steal.

After heading through the door, take a left through the archway and then another left to reach a ladder. Climb it to find the second set of searchlights. Dispatch the Bokoblin the same way you did with the other one to shut down these searchlights too. You'll find the pot of Deku Sticks to the left after you climb the ladder.

A Profitable Diversion

After shutting down the second set of searchlights, instead of taking a right after heading through the archway at the bottom of the ladder, take a left and enter the northern door at the end of the hall.

Once in the room, jump down to the first floor while avoiding the hexagon-shaped carpet below. Look left to find a treasure chest on the bottom bunk of a stack of beds.

If you touch the carpet, the Moblin bust attached to the wall will begin shooting lasers at you from its eyes, and who wants that? No one, that's who. Open the treasure chest to find a Yellow Rupee worth 10 Rupees. Climb the ladder to the left of the treasure chest to get on top of the beds. Another ladder atop the beds is connected to the platform from which you entered the room.

3. Lights Out

Climb down the ladder, go through the archway, and take a right, heading back through the door you first entered. You are now in the hall just above the courtyard entrance. Enter the door at the end of the hall. Almost directly ahead are some barrels, and behind those barrels is a treasure chest containing the Compass.

A Navigator's Best Friend

The Compass marks treasure chests and the location of the dungeon's boss on your map. This item goes hand in hand with the Dungeon Map and will help you clean a dungeon out completely.

Use the lantern hanging from the ceiling to swing across the gap to the door on the other side and head through it. Be careful not to fall into the gap or you'll face a horde of Miniblins.

Enemy: Miniblin

Miniblins are like a combination of Blue Bokoblins and Rats. They go down easily, attack in packs, can climb walls, and are pretty speedy little monstersHowever, they are relentless in their wave-after-wave attack habits. You can take them out with one hit by just about anything, but they usually replace their fallen with backup, so you'll have to fight several of them to stop the attack. Even with the Hero's Sword, these guys are not to be trifled with. Without the Hero's Sword, you should run, and run fast.

On the door's other side, head down the hall and turn left at the second opening, then an immediate left up the slope. Follow the path to a ladder, on your right. There are two ladders on this platform, but you can't climb the second one yet, so ignore it for the time being. Instead, climb the ladder on the right and you'll be at the third and final set of searchlights. Again, the pot of Deku Sticks is on your left at the top of the ladder. Break it and do what you do best: thump the Bokoblin operating the searchlight.

4. Moblin Mania

Once finished with the Bokoblin, climb down the ladder, head down the slope, go back through the opening, and take a left in the hall. Go through the door at the end of the hall. Jump onto the lantern hanging from the ceiling and swing to the other side. Head through the door to the next room.

You're now back outside. Nothing like some good ol'-fashioned fresh air to lift your spirits in this dreary place. Head down the passage and turn left to find a box sitting on a ledge. Push the box over the ledge by holding 3; this will create a quick way to get back to this location if you fall off a ledge at any point while in the outside areas of the Forsaken Fortress. Afterward, turn around and head through the door on your left.

You'll find two patrolling Moblins in this room. You have no way of defeating them without your Hero's Sword, so stay hidden; if they spot you, they'll escort you to your very own deluxe holding cell, setting you back to the Treasure Map room. After entering the room, look left to find a barrel: grab it to stay hidden from the Moblins. With your barrel, head down the passage, avoiding detection. Your destination is the door just up the small flight of stairs at the room's north end.

The best way to avoid Moblins is to tilt W slightly to walk slowly when near one. When near a Moblin, stay still and wait for it to pass before moving again. If a Moblin detects you and you were moving slowly, it will recoil; this is your cue to stop moving. If you are fast enough, the Moblin will ignore you and go back to its patrol.

Enemy: Moblin

Moblins are giant pig beasts that are vicious warriors when faced in armed combat. Luckily, your first meeting with the Moblins won't result in combat, but you will have to battle their keen sense of smell and unceasing patrol of the Forsaken Fortress. Stay hidden, be patient, and move slowly to avoid detection by these monsters. If they do spot you, it'll be straight to a holding cell!

5. Onward and Upward

Outside again, climb the three large flights of stairs and grab the barrel at the top. Head down the path to the left of the stairs. A Moblin patrols in the distance; just sneak past it the same way you did in the room before and turn left around the corner. Head past the yellow lit window on your left and then remove the barrel—you are safe here.

Continue up the slope to a gap. Jump into this gap and head left, and you'll find another box sitting on a ledge. Push it over the ledge to create another quick route back to this location in case you fall, then turn around and climb the ladder back up to your previous location. Now you're back at the gap and probably wondering how to deal with such a seemingly impassible obstacle. Well Link, the clever devil, is nothing if not resourceful. Simply walk toward the wall and press and hold # when the # icon in the screen's top-right corner says "Sidle." This will flatten Link against the wall, allowing him to walk across the tiny ledge.

On the other side of the gap, you'll be faced with a second gap. *Do not fall into this gap*;otherwise you could end up in the lower levels of the Forsaken Fortress, losing a ton of progress. Cross the gap just like you did the last time and head up the stairs.

At the top of the stairs and just past the metal grate, Link will notice his sword laying on the ground. Ecstatic, Link jumps for joy, failing to realize that a Shield Bokoblin is standing nearby, watching his celebratory dance. Link quickly realizes his folly and gets his head in the game to challenge this new foe.

Enemy: Shield Bokoblin

These guys are the real deal when it comes to seeing what Bokoblins can really do. Their shields can deflect your attacks, and they can take more damage than Blue Bokoblins before being defeated. However, they are still Bokoblins and you can defeat them easily by getting behind them and hitting them with your Hero's Sword. Hitting them in the back will often knock them over and even disarm them, so make that your focal point whenever challenging a Shield Bokoblin.

Grab your sword and get behind the Shield Bokoblin. Hit it in the back to make short work of it. Pay attention to when it's about to strike and either attempt to dodge or deflect the attack with your shield by pushing 0. After defeating the Shield Bokoblin, head through the large set of wooden doors.

On the other side of the doors, Link notices a couple cages on the room's right side, one of which has occupants. Upon further investigation, Link spots a familiar face. It's Aryll! He races to set his little sister free, but before he makes it very far, that badgering bird swoops in and intercepts Link, flying out of the tower with him in his beak.

Link is presented to a malevolent-looking character who urges the bird to dispose of the newbie pirate. The bird, complying with the shadowy man's wishes, tosses Link into the distance.

The Waker of Winds

Windfall Island (D2)

MAP LEGEND

- Tingle Bottle
- Boat's Sail
- Piece of Heart #3
- Tingle Chart
- Deluxe Picto Box
- Treasure Chart #7
- Picto Box
- Piece of Heart #2
- Treasure Chart #23

3
7
23
2

Despite the enigmatic eagle's attempts at ending Link's adventure prematurely, Link yet lives and it's all thanks to a...talking boat? The ...eh, boat goes by the name King of Red Lions, and thankfully he is the only one of his kind. While sailing the Great Ocean, for reasons known only to him, he stumbled upon Link's bobbing, lifeless body and whisked it onto his back, sailing them both safely away from the Forsaken Fortress to the bustling, merchant hot spot Windfall Island.

It turns out the King of Red Lions has been watching Link since he entered the Forsaken Fortress, and he knows of the shadowy figure that dictates the evil eagle that is perched inside the fortress's walls. Legends speak of him as the calamity that brought ruin to the world. His name is Ganon. He was sealed away by the gods some time ago, but for reasons unbeknownst to the King of Red Lions, he has escaped from captivity and is now back to bring sorrow and darkness to the world once again.

Despite knowing of Ganon's incredible power and hatred for this world, Link is undeterred in his quest to rescue his sister from Ganon's dark designs. The King of Red Lions agrees to assist Link in this quest, but he is in a bit of an embarrassing situation at the moment: It would seem that he has no sail. And, according to the aristocratic ark, a boat with no sail can sail no seas. Fear not, however! Windfall Island is a merchant hot spot. Surely a merchant will have a sail to sell.

Tingle's Fabulous Prison Break

It just so happens that a poor fellow named Zunari, who is desperately trying to make a living, might have what we're looking for. Unfortunately, he isn't willing to speak about his shop's inventory because he is currently distressed about the town jail's current resident, who he feels has been unjustly imprisoned. So instead of heading to Zunari's stall, let's go look at this prisoner who's got Zunari so distraught.

From the King of Red Lions, take a left out of the alcove and follow the wall away from the beach. Make the first left turn available and head up the slope. Pass the wooden ramp and turn right. The door on your right leads into the building next to you (it's directly behind the man dancing in the Elvis getup near the tombstone-looking statue). Head through the door to enter Windfall Island's jail.

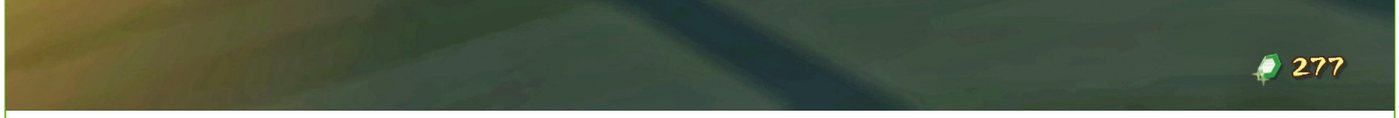
For some reason, a man who dresses in a fairy costume is being held in the jail for causing problems. Unless he was arrested by the fashion police, this would-be fairy is likely as innocent as they come.

To set the fairy-man, whose name is Tingle—free, destroy the pots to the left of the cell and you'll find a switch. Activate the switch and Tingle will be free as a bir...er, fairy? Out of gratitude, Tingle will hand Link the Tingle Bottle, which you can use to send and receive pictures and notes to and from other players when connected to the Internet with your Wii U. Tingle also informs Link that should he ever need any help with sea charts, he should come to Tingle. He hands Link the Tingle Chart, which marks Tingle's location in the Great Sea on your map. Before he leaves the jail, he reiterates his offer to help with sea charts. Strange...wonder what that was about? Guess only time will tell.

8	tingle Bottle

9	Tingle Chart

Taking Up Photography



After setting Tingle free, you'll have the chance to get yourself a Picto Box: a camera-type device that can take and hold up to 12 black-and-white pictures. To find the camera, head back into Tingle's cell (if you left it). Push aside the box sitting against the cell's back wall to reveal a small opening on the floor.

Crawl in the opening and follow this path: L, L, L, L, L, L, L, L, L, L, L, L. Every one of those directions is a stop in which you have to push L in a direction indicated on the screen.

At the end of the path is a small room with a treasure chest in the middle. Open the chest and you'll find the Picto Box. To return to Tingle's cell from here, simply reverse the directions above or crawl to one of the wooden platforms with a Rat behind them. Those Rats will pull a rope, opening the platform and dumping you back outside.

10 Picto Box

After freeing Tingle, head to Zunari by taking a left after leaving the jail. Take the next left up the wooden ramp, then head through the opening into the city's center (you'll know it by the large collection of buildings and the group of kids, known as the Killer Bees, roaming in the open). Go straight down the path and turn right at the stairs. Zunari is directly ahead of you.

Upon talking to Zunari, it becomes apparent that luck has not been very ladylike in relation to his good fortune. Stuck on Windfall Island, Zunari has only the parka 'round his waist and a single piece of his boat after a vicious storm destroyed the rest. As it turns out, that single piece is none other than a Boat's Sail—talk about coincidences! His asking price is 80 Rupees, which you should have if you've been following the guide up to this point. Hand the fellow what's owed to him and claim the Boat's Sail as your own.

11 Boat's Sail

With you purchasing the Boat's Sail, Zunari's fortunes may have changed (he seems to think so at least). You are now ready to set sail with the King of Red Lions to try once again to save your dear sister. Head back down the path, down the stairs, and under the archway. Take a right past the tree, following the wall to the dignified dinghy to continue on your quest.

Tourist Attractions

Though your trip to Windfall Island can be very brief, there are a lot of side quests you can take on before leaving. Most, if not all, of these are worth your time—how does a few Pieces of Heart, a handful of Treasure Charts, and a good bit of Rupees sound? So read on if you want to discover some of what Windfall Island has to offer during your first visit.

Mrs. Marie and the Killer Bees

In the center of town is a schoolhouse and a roving band of miscreants named the Killer Bees. Ignore the little runts for now and head into the schoolhouse to talk to the teacher, Mrs. Marie. (Note: You'll have to talk to her twice before she'll tell you about her problem.) Mrs. Marie is a glowing sunbeam of warmth and a vigilant defender of joy in all its forms. The problem is, she can't get those little punks outside her front door to come inside, so she can't share her joyous nature and break them free of their delinquent attitudes. She requests that Link go speak with them in hopes that they may have a change of heart if someone near their age makes the request. Head back out of the schoolhouse and try to talk some sense into them.

These pint-sized thugs are just as difficult to communicate with as Mrs. Marie mentioned; they won't even talk to Link unless he can take them on the most intense round of hide-and-seek he has ever played. The four buzzing bullies take off into separate parts of Windfall Island. Follow our lead and we'll nab those troublemakers in no time flat.

Ivan, leader of the Killer Bees, is hiding in the tree in front of the archway leading into town. Get a running start, press Ⓐ, and roll into the base of the tree to shake him out of it. From there you need to catch him, so roll after him with Ⓐ, but avoid pressing Ⓐ when near other townspeople or you'll be thrust into a conversation with them while Ivan gains some precious distance.

To find Jan, your second target, take a left through the archway on the left of Mrs. Marie's happy classroom. You'll find him sitting behind a bush.

Jun-Roberto is hiding behind the tombstone-looking statue on the highest natural point of Windfall Island. It is directly above where the King of Red Lions is stationed. You'll know it when you see the Elvis Presley–impersonating Tott dancing in front it.

Jin is hiding behind the bomb shop on the island's southwestern tip. Walk up to the front of the shop and go around the left side. When you reach the tiny dirt ledge on the side of the building, hold Ⓐ to sidle along the wall. Cross to the other side and you'll find Jin standing behind the shop.

After you locate all of the Killer Bees, the gang's leader, Ivan, will give you Piece of Heart #2 as a show of respect for you. Afterward, Ivan requests that you apologize to Mrs. Marie on their behalf—they'd do it themselves, but they've got an image to maintain, ya know?

12 Piece of Heart #2

Head back into the schoolhouse and talk to Mrs. Marie. She'll reward you with a Purple Rupee worth a whopping 50 Rupees. Afterward, head back out of the schoolhouse and talk to the Bees again. They'll have another request for you. The Killer Bees have turned over a new leaf and are looking to do something nice for Mrs. Marie's birthday, which is coming up soon. Problem is, they're the toughest gang on the island and they still have an image to maintain, so they request that Link take care of the gift-giving for them. They mention that Mrs. Marie loves jewelry and that in a tree somewhere on the island is a piece that she'd just die to have.

It's Not Much of a Secret Anymore...

After Mrs. Marie offers Link a Purple Rupee for his troubles with the Killer Bees, she says to Link, "Don't tell ANYBODY dear," which seems to be an obvious reference to the classic "IT'S A SECRET TO EVERYBODY" line from the original *Legend of Zelda*. That line has been repeated in seven *Legend of Zelda* titles, including *Link to the Past*, *Ocarina of Time*, *Skyward Sword*, and others.

Mrs. Marie's Joyous Jewelry

Head back to the bomb shop on the southwestern point of the island and roll into the tree on the building's right side. Turns out the Bees were right—a Joy Pendant is stuck up there. We quickly find out how the Bees knew the pendant was there: They put the Joy Pendant up there, because they couldn't be seen fraternizing with a do-gooder like Link. Did we tell you that they have an image to maintain?

Head back to the schoolhouse and equip the Joy Pendant by selecting the Spoils Bag from the Equipment menu. To use the item on Mrs. Marie, stand next to her and push the button you assigned it to. She will become overwhelmed with...well, joy, naturally. She happens to be an incredible fan of Joy Pendants—what with being the beacon of joy herself—and she will give you something special if you bring her 20 of 'em. So hang on to those pendants when you find them; they may just reward you in the future. For now, she gives you a Red Rupee for your troubles.

Are You Squidding Me?

Almost directly across from Mrs. Marie's schoolhouse is a building housing the "Squid-Hunt" minigame. This minigame costs 10 Rupees and is played on a board in which you are looking to defeat three squids with 24 cannonballs. Defeat the squids and you'll earn Piece of Heart #3. Win the game a second time and you'll earn Treasure Chart #7; every win afterward will net you a Purple Rupee worth 50 Rupees. If you can defeat the squids with under 20 cannonballs, you'll earn Treasure Chart #23.

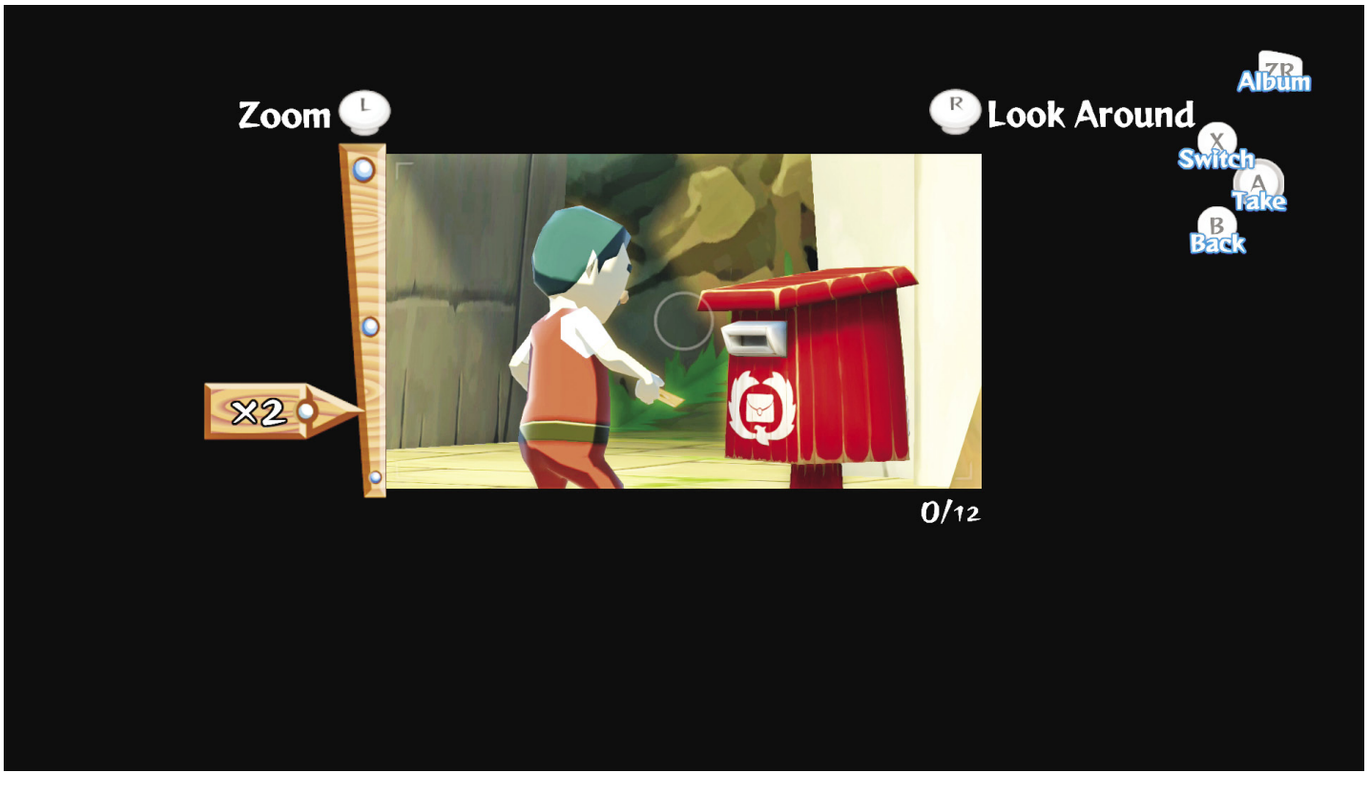
Unfortunately, there is no trick to this game save for one: There are almost always two squids stationed next to each other on the map. You'll have to discover your favorite method of taking this challenge. We randomly fired until we hit a squid and worked from there. It took us about seven tries to win the game and break the record. Give this method a try if all else fails; this minigame can be a real trial of patience.

13	Piece of Heart #3
14	Treasure Chart #7
15	Treasure Chart #23

Lenzo's Apprentice Shutter Bug

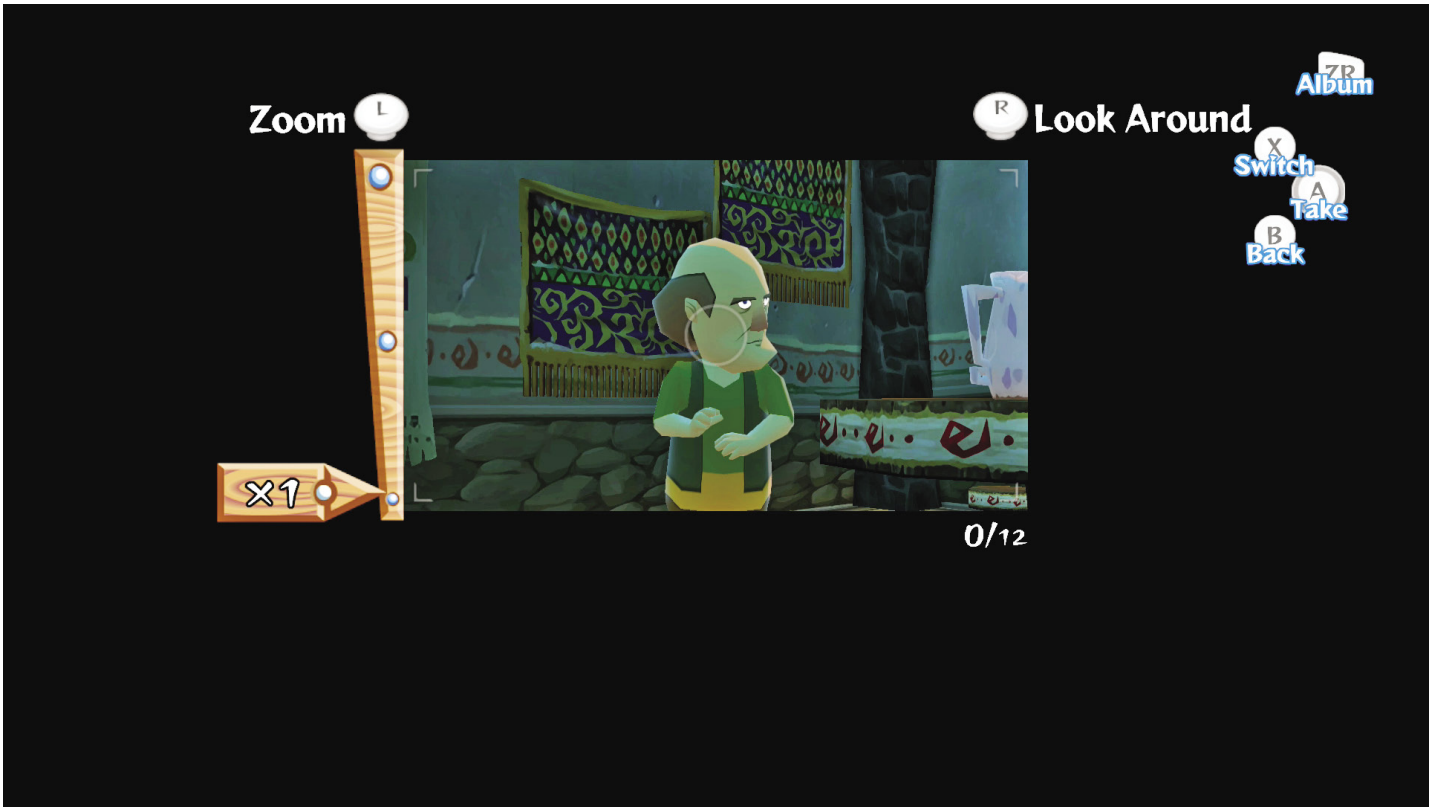
If you picked up the Picto Box from Tingle's jail cell, you can talk to the island's resident Picto Box expert, Lenzo, to become his apprentice. Sounds like hard work, but who knows? Maybe something nice will come out of it. To reach Lenzo, head to Windfall Island's center and enter the building with the red door to the right of Mrs. Marie's schoolhouse. Inside is Lenzo, the professional pictographer who has been taking pictures his whole life. Head upstairs and check out his collection of masterfully taken pictos.

After seeing Lenzo's legacy hanging along the walls of the second floor of his shop, head back downstairs and wait for him to come downstairs too (you'll have to wait a bit for him to come down; seems he's a bit sluggish in his old age). Talk to him and he'll ask if you want to work for him. Agree to this and then talk to him again. He'll inform you that you must complete a few tasks for him before you can move up in the world of pictography.



Lenzo's first task is to photograph a man named Garrickson. It would seem that Garrickson is hopelessly in love with someone on another island, but the object of his affection doesn't share his feelings. Lenzo wants Link to snap a picto of Garrickson in the act of mailing one of his love letters. To accomplish this, head down to the docks just past the archway leading into town. Stand on the dock adjacent to the mailbox, equip your Picto Box, put the crosshair directly to the left of the mailbox (with the mailbox still visible), and wait for the blue-haired, mustached man to deliver another heartbreaking letter. Take the picture when Garrickson pulls the letter out of his pocket and is just about to put it in the mailbox. If he puts the letter in the box before you snap the picto, you'll have to wait until Garrickson circles the entire town before you can try again.

After getting the pic, head back to Lenzo's and use the Picto Box while standing next to Lenzo. Select the picto of Garrickson delivering the letter and Lenzo will grade it to see if it's up to par. If it is, he'll applaud you for your efforts and then take the picto from you; if it isn't up to snuff, well, you'll just have to head out there and try again. Afterward, you can talk to him again to get his next task.



Lenzo's next task is to take a picture of a man who is easily startled. The subject of Link's task is a balding man named Gossack who spends the day in the café above Zunari's Stall – Directly to the left and up the stairs after leaving Lenzo's shop. Head into the cafe. Gossack sits at a table, alone. To meet Lenzo's conditions, you must take a picto of Gossack shaking in fear. The way to startle the poor bundle of nerves is by rolling into the counter right behind him. Once Gossack hears the crash of dishes and feels the shake of the impact against the counter, he'll begin shaking, which is your cue to snap a shot of him. As with all of Lenzo's requests, make sure you take a picture of Gossack's full body, head to toe, to accomplish your goal.

After turning in the picture of Gossack, Lenzo sends Link out to snap a picto of two people who are madly in love but too afraid to confess their feelings to each other. Lenzo wants you to snap a photo of the couple as they take a fleeting moment to glimpse in each other's eyes before carrying on with their day.

You'll find this couple, Linda and Anton, just outside of Lenzo's shop. Linda stands directly to the right of the Squid-Hunt minigame shop, while Anton walks around the town in a circle. Set yourself up on the Squid-Hunt shop's stoop, on the opposite side of Linda. Keep the cursor of the Picto Box slightly in front and to the right of Linda and wait for Anton to walk up. The goal is to snap a shot when Anton and Linda look at each other during one of Anton's cycles around the town.

This, like the Garrickson task, is a exercise in patience. Your window will be slightly longer than that of the Garrickson picto, but it will still be pretty brief, so stay on your toes. If you fail to get a picto of the two looking into each other's eyes before Anton begins walking again, you'll have to wait until he circles back around to try again.

After getting the final pictograph, head back to Lenzo and he'll reward you with the Deluxe Picto Box, which can take beautiful high-definition, color pictos. They say that just 10 years ago, pictos came in a low-resolution, standard-definition format—isn't technology grand?

16 Deluxe Picto Box

To the Highest Bidder

If you head up the stairs behind Linda and follow the path, you'll eventually find the door to the second floor of the Auction House. Enter the room and walk to the other side, where the Auction House's owner is pacing frantically—it would seem that his daughter was nabbed by a giant bird as well. Hold L toward the railing right next to the owner to climb onto it, then walk off the side toward the room below.

Drop onto the Auction House platform and you'll be able to access a treasure chest containing a Red Rupee. Not bad; an Auction House that gives YOU money while you visit.

To Dragon Roost Island!

After purchasing the Boat's Sail from Zunari, you're good to sail away from Windfall Island, but what is your next destination? Fear not! The King of Red Lions seems to not only be the only talking boat in the world, but also the smartest one, as he suggests that Link should head to Dragon Roost Island. Right now the wind is blowing to the west, which also happens to be the direction of Dragon Roost Island. To start moving in the King of Red Lions, raise the sail by pressing Ⓐ.

Maritime Merriment

While on the boat, there are a few things to know about how to control it:

While on the boat, press Ⓐ to hoist the Boat's Sail to start sailing.

Use 0 to jump while in the boat; this is especially helpful to make quick turns by jumping and then holding Ⓛ in the direction you want to turn. This makes sharp turns a lot easier, which will make getting around a lot easier, since precise turns while at full speed are tough, even for experienced sailors.

When you put the Boat's Sail away, you can slowly cruise by holding ZR, which is good when you're trying to make more precise movements toward smaller objects or targets.

Never move against the wind, as it will only slow you down until you can no longer move. Instead, pay attention to the arrow behind your boat to see which way the wind is blowing.

Follow the wind (the small arrow behind the boat shows where the wind is blowing) and you'll be on your way to Dragon Roost Island. This is a relatively brisk journey that will provide no complications in the form of enemies, so just sit back, relax, and enjoy the cool tropical breeze and bright, sunny day. Ah, this is the life.

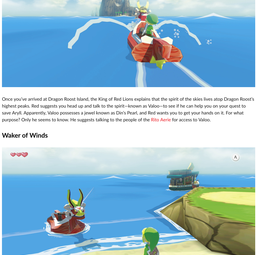
Conquering the Great Sea

While sailing in the Great Sea, you'll come across many places to visit, treasures to find, and enemies to defeat. You will also see plenty of Sea Platforms. These stationary forts are home to Sea Bokoblins and often offer rewards if you defeat the inhabitants. Sea Platforms are always worth investigating, so if you spot one on your travels, take a look around.

Be warned: Bokoblins aren't the only defenses Sea Platforms have; cannons are often mounted around the base of the platform, so keep a lookout or prepare to be barraged by blazing blasts of cannon carnage.

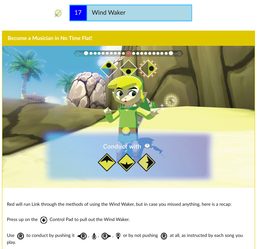
Sometimes defeating the pink Sea Bokoblins, or any other enemies holing up in the Sea Platform, isn't enough to get a treasure chest to appear. In those situations you have to destroy the cannons surrounding the base of the platform to make the chest appear.

You'll also encounter barrels with flags posted on top of them. These are the starting posts for a chain of Rupee-mounted barrels. Steer your ship in between the flag posts and a chain of barrels will begin to pop up one at a time as you continue on your destination. Grab each of the Rupees as they pop up and you'll receive one final barrel with a blue, yellow, or Red Rupee on it. Not a bad way to keep yourself busy while traveling to your destination, huh?



Once you've arrived at Dragon Roost Island, the King of Red Lions explains that the spirit of the skies lives atop Dragon Roost's highest peaks. Red suggests you head up and talk to the spirit—known as Valoo—to see if he can help you on your quest to save Aryll. Apparently, Valoo possesses a jewel known as Din's Pearl, and Red wants you to get your hands on it. For what purpose? Only he seems to know. He suggests talking to the people of the Rito Aerie for access to Valoo.

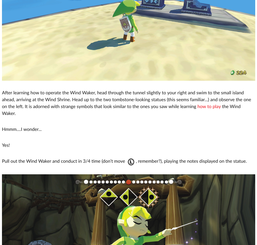
Waker of Winds



Before Link can head off to speak with the birdlike Rito, Red stops him and gifts him with the Wind Waker, a baton that is said to have power over the winds. Red is uncertain of its value to your quest, but he feels it is worth carrying around. Besides, it's not exactly going to take up a lot of space in your bag. It's the size of a sharpened stick for Pete's sake!

17 Wind Waker

Become a Musician in No Time Flat!



Red will run Link through the methods of using the Wind Waker, but in case you missed anything, here is a recap:

Press up on the Control Pad to pull out the Wind Waker.

Use to conduct by pushing it , , , or by not pushing at all, as instructed by each song you play.

Don't move to conduct in 3/4 time—that is, three-note songs.

Hold to conduct in 4/4 time—four-note songs.

Hold to conduct in 6/4 time—six-note songs.

After learning how to operate the Wind Waker, head through the tunnel slightly to your right and swim to the small island ahead, arriving at the Wind Shrine. Head up to the two tombstone-looking statues (this seems familiar...) and observe the one on the left. It is adorned with strange symbols that look similar to the ones you saw while learning how to play the Wind Waker.

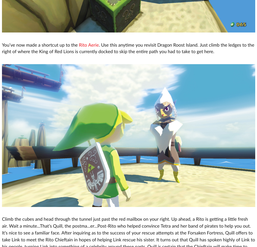
Hmmm...I wonder...

Yes!

Pull out the Wind Waker and conduct in 3/4 time (don't move), remember?), playing the notes displayed on the statue.

My goodness! It would seem that we were spot-on in our recognition of those notes. Turns out those were the notes to conduct the "Wind's Requiem," a song that controls the direction of the wind.She Wind Waker seems to be living up to its name!). To further prove that your assumptions are correct, Zephos, the god of winds, flies in on a cloud, referring to Link as the "wind waker." Strange...isn't the baton the Wind Waker? Well, Link can control the direction of the winds, so perhaps there is some truth to the strange frog creature's statements.

Before Link can head off on his adventure, Zephos warns him about his brother Cyclos and his habit of tormenting unlucky individuals with cyclones. He requests, should you happen by a cyclone while at sea, that you teach Cyclos a lesson for his ill-mannered behavior.



This all seems a bit overwhelming. How about we take off and get up to the Rito Aerie now, huh? Turn around and head back through the tunnel. Take the first right and follow the wall until you reach a boulder blocking your path. To the left of the boulder, just before the small pond, is a patch of flowers that are bearing fruit that look curiously like bombs. Pick this Bomb Flower's fruit and throw it toward the boulder. Jackpot! It worked!

An Explosive Discovery!

Use the Bomb Flower fruit to blow up as many boulders as you can. This is a good way to grab some Hearts if you are low on Hearts, or extra Rupees in case you're low on money. from your time spent at Windfall Island (final Squid-Hunt minigame can be a real pain!).

Head up the path and you'll find another Bomb Flower in between three tufts of weeds. Pick up the Bomb Flower fruit and chuck it at the boulder. Follow the path around the peak and stop when you arrive at another Bomb Flower.

Grab the Bomb Flower fruit and head up the ramp. Throw it near the bomb on the ledge to your right. Climb up the ledge, side along the wall when you reach a gap, and hop down to the Bomb Flower on the other side. Grab the Bomb Flower fruit and throw it at the boulder with two large cubes on top of it. The cubes will drop, opening up a path for you to cross, but before you do, hop down onto the precipice below and look at the two cubes stacked on each other. Approach the bottom one and pull it out by holding while standing near it.

You've now made a shortcut up to the Rito Aerie. Use this anytime you revisit Dragon Roost Island. Just climb the ledges to the right of where the King of Red Lions is currently ducked to skip the entire path you had to take to get here.

Climb the cubes and head through the tunnel just past the red mailbox on your right. Up ahead, a Rito is getting a little fresh air. Wait a minute...That's Quill, the postma..er...Post Rito who helped convince Tetra and her band of pirates to help you out. It's nice to see a familiar face. After inquiring as to the success of your rescue attempts at the Forsaken Fortress, Quill offers to take Link to meet the Rito Chieftain in hopes of helping Link rescue his sister. It turns out that Quill has spoken highly of Link to his people, turning Link into something of a celebrity around these parts. Quill is certain that the Chieftain will make time to help Link on his journey.

The Waker of Winds

Rito Aerie

Quill flies ahead to inform everyone of Link's arrival. Head up the wooden deck and enter the door at the top. There is a commotion inside the aerie. For some reason the sky spirit Valoo is enraged, which is causing the Rito a great deal of trouble.

You see, Rito aren't born with the ability to fly. In fact, Valoo gifts it to them during their coming-of-age ceremony, but that's all changed now that Valoo is angry. This poses a much more immediate problem for the Rito Chieftain, as his son Prince Komali's coming-of-age ceremony is near and he cannot speak with Valoo while the sky spirit is angered. Also, Komali is terrified of even getting near Valoo, which is causing him to struggle with the idea of ever making the trip into adulthood. The Rito Chieftain asks Link if he could speak to Prince Komali and deliver a letter to him. Link agrees to take care of these tasks for the Chieftain, but first he has to speak with a young Rito girl named Medli to get the letter in question.

Before heading off to find Medli, Quill hands Link a Delivery Bag, which is used to store items meant for, well, delivery of course! Head up the slope to your left and take the first left to find Medli. Talk to her and she'll hand you Father's Letter. Medli also requests that Link meet her at the entrance of Dragon Roost Cavern after speaking with Komali. Leave the room and jump down to the first floor. Head into the doorway to the left of the stacked red boxes; Prince Komali's room is at the end of the hall.

18	Delivery Bag

Komali's Plight

Equip the Father's Letter by opening the Delivery Bag and use it on Komali. Komali reads the letter and is paralyzed. He's outright terrified of Valoo, and it would seem nothing is going to snap him out of it...at least nothing immediate. Komali refuses to even hear what our hero has to say unless he can put his money where his mouth is. Komali tells Link that he'll only listen to him if he finds someone who can get through the dangerous Dragon Roost Cavern and calm Valoo. This is going to be tougher than we thought...

What's worse is that, upon speaking with Komali again, he reveals that the orb he's holding is Din's Pearl, the very object the King of Red Lions sent us here for. We have to find someone to conquer Dragon Roost Cavern in order to complete our task. Maybe Medli knows someone? Head back out of Prince Komali's room, and on the aerie's first floor, go through the door on the left side, the one with feathers hanging over it.

Part-Time Job

Before you head out to meet Medli at the entrance to Dragon Roost Cavern, return to the second floor and talk to the mail sorter, Koboli, who is in the middle of the second floor's main hall, to play the "Mail Sorting" minigame.

Play the “Mail Sorting” minigame by putting letters in their appropriate boxes. You accomplish this by matching the symbol inside the box with the seal on the letter. Your first task is to sort 10 letters in 30 seconds. Accomplish this and you’ll be paid one Rupee for every two letters sorted.

If you play again, you’ll have to sort 20 letters in 30 seconds, but this time the payoff is one Rupee per letter sorted.

Play a third time and you’ll be required to sort 25 letters in 30 seconds with a salary of three Rupees per letter sorted.

Nintendo Gallery Notice

While visiting Dragon Roost Island, be sure to take a pictograph of Kogoli with the Deluxe Picto Box. Kogali won’t be around later in the adventure, so now is a good time to get his pic.

Outside you'll find the entrance to the Dragon Roost Cavern, a rather inhospitable place. The flowers are dead, the pond is almost dried up, and volcanic ash descends from the volcano onto Link's head like an ominous snowfall. Head left, following the path until you reach the broken bridge. Hop down into the chasm to find Medli. She wants to help Prince Komali and has decided to speak with Valoo, challenging the dangerous Dragon Roost Cavern, but she needs your help: She can't reach the other side of the broken bridge and would like a boost.

Medli isn't going to get very far in this harsh wind, so why not test out Link's new ability to influence the wind? Pull out the Wind Waker, play "Wind's Requiem" (↑ (R) , ← (R) , → (R)), and direct the wind toward the bridge's other side. Pick up Medli with (A) and head over to the small platform just below the side of the broken bridge you jumped down from. Now turn around and throw her to the other side of the broken bridge; she takes care of the rest.

No Requiem? No Problem!

Don't worry if you didn't learn the "Wind's Requiem"; you can still toss Medli across the broken bridge. Pick up Medli and stand on the small platform, then watch the surrounding ash blow in the wind. Throw Medli when the wind and ash begin to blow toward the broken bridge's far end, and she'll soar over there.

On the other side of the bridge, Medli throws Link an Empty Bottle as a show of her appreciation (it's the thought that counts). She leaves Link with nothing but a heart full of worry as she heads off into Dragon Roost Cavern. We should go after her! But wait...we can't fly...What if we...no, that won't work. How about...Naw, that's just crazy. I know! The Empty Bottle!

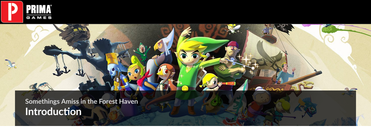
19 Empty Bottle #1

Equip the Empty Bottle and stand in the near-dry pond to fill it with water. Climb up the broken bridge on the side you entered from and use the water on the dead Bomb Flowers directly in front of the entrance to the Rito Aerie.

Presto! The Bomb Flowers come back to life instantly after being watered! Now grab a Bomb fruit and throw it at the boulder in the middle of the pond. It worked perfectly! The pond filled back up and you can now swim to the broken bridge's other side!

Shoot Some Hoops

Swim across and you'll reach a small pool of lava. Jumping in it will burn Link's hindquarters, so we must find another way across. Pick up the Bomb Flower fruit and throw it into the pots the Rito statues are holding. If you make it in, the statue will fall into the lava, creating a pathway for you to cross. Throw the second Bomb fruit from on top of the fallen Rito statue to make it into the next statue. Cross the lava pool and head through the passage at the path's end to enter Dragon Roost Cavern, your first official dungeon.

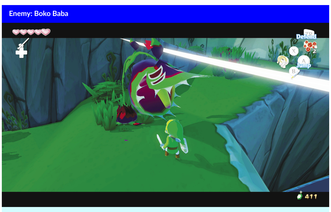


Introduction

The Forest Haven (F6) is where Red was leading us. This place looks like a giant tree trunk sticking straight out of the water, and across from it lies the Forbidden Woods; a forboding, dark mass of vines and bad feelings. It seems like Ganon might have already beaten us here.

Red will bring you up to the coast where you can set your feet on dry land again. Without delay, hop off your boat and climb up the ledges ahead. Head right after climbing the top ledge and follow the path. You'll have to deal with Boko Babas, giant man-eating plants that are prevalent in the Forest Haven and Forbidden Woods.

Enemy: Boko Baba



Boko Babas may look intimidating, but their mouths are larger than their attack range; in other words, keep your distance and they won't be able to damage you with their bite attack. To sort them out, either wait for them to attack while staying just outside their attack range, or hit them with the Grappling Hook to stun them briefly, which will open them up for attack (plus, you can grab a Boko Baba Seed from them by using the Grappling Hook).

Hit them enough times and they'll stick their heads straight into the air, leaving their stem completely exposed. A single hit to the stem and you'll have one less weed to pull. Oh! And every time you defeat a Boko Baba, it leaves behind a Deku Stick.

You've Got a Green Thumb

When defeated, Boko Babas drop spiky green and purple seeds called Boko Baba Seeds. Rumor is that someone in the Forest Haven knows just what to do with these. We'll have to investigate that rumor later. Right now, making sure Ganon doesn't cause any more damage around the world is a much more pressing issue.

At the end of the path is a dead end with another Boko Baba stationed on top of a dry dirt plot (you'll know it when you see two waterfalls ahead of you). Dead ends don't mean much to true heroes, so don't let this slow you down. Instead, pull out your Grappling Hook and look straight up to find a post sticking out of the wall. Use your Grappling Hook to swing to the small island covered in grass ahead (you may need to adjust your position on the Grappling Hook to make sure you don't fall into the water surrounding the small plot of land).

Into the Drink

Avoid falling into the water around this area. If you're unlucky enough to slip in, you'll be whisked back to the beginning of the path, which would be unpleasant.

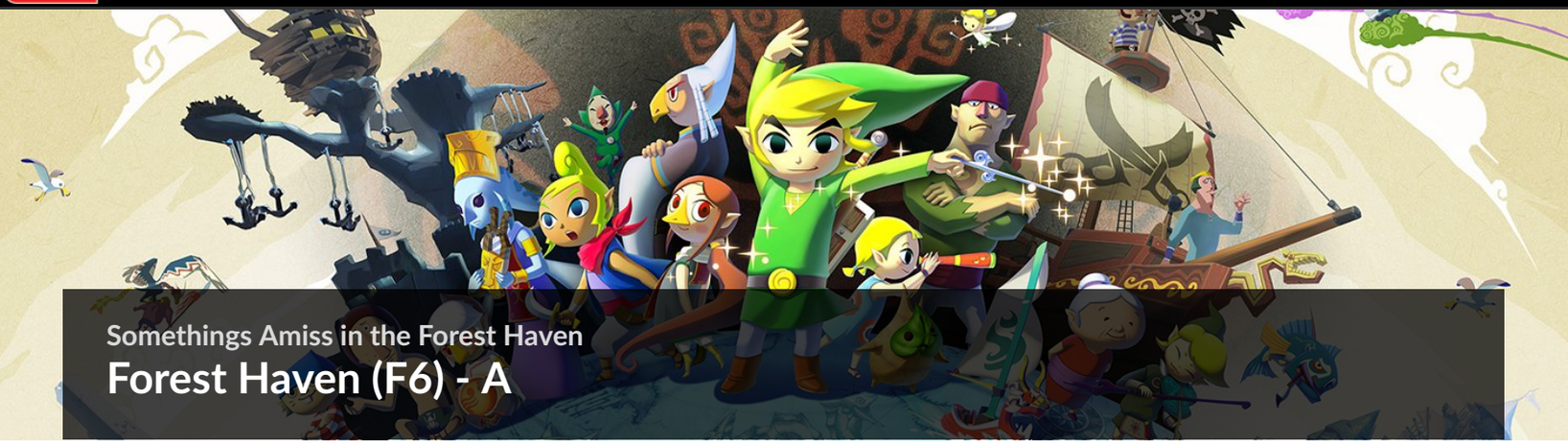
After landing on the small island, immediately hold out your shield—hold the ZR Button while your sword is out—to deflect the projectile launched from a River Octorok's mouth, just upstream. If you deflected it before getting hit, the projectile will bounce back and hit the River Octorok instead, defeating it on contact.

Enemy: River Octorok

River Octoroks are pretty uncommon, mostly residing in the Forest Haven and Forbidden Woods sector (F6). They can be defeated pretty easily by deflecting their projectiles back at them with your shield or by hitting them with your sword. A single hit with its own projectile will put this killer calamari out of commission.

After defeating the River Octorok, hop onto the plot of land to your left. A Boko Baba resides there, so take it out before moving on. Head onto the next small island on your right in the middle of the stream, climb up the ledge, and jump to the platform ahead. There's another River Octorok ahead, so defeat it before moving on.

After defeating the second River Octorok, pull out your Grappling Hook and look straight up to find another post. Swing and jump into the pool of water that the River Octorok was in, then head into the passage to your right to officially enter the Forest Haven.



Somethings Amiss in the Forest Haven

Forest Haven (F6) - A

Once inside the Forest Haven, head right and follow the stream up the giant tree in the center of the room.

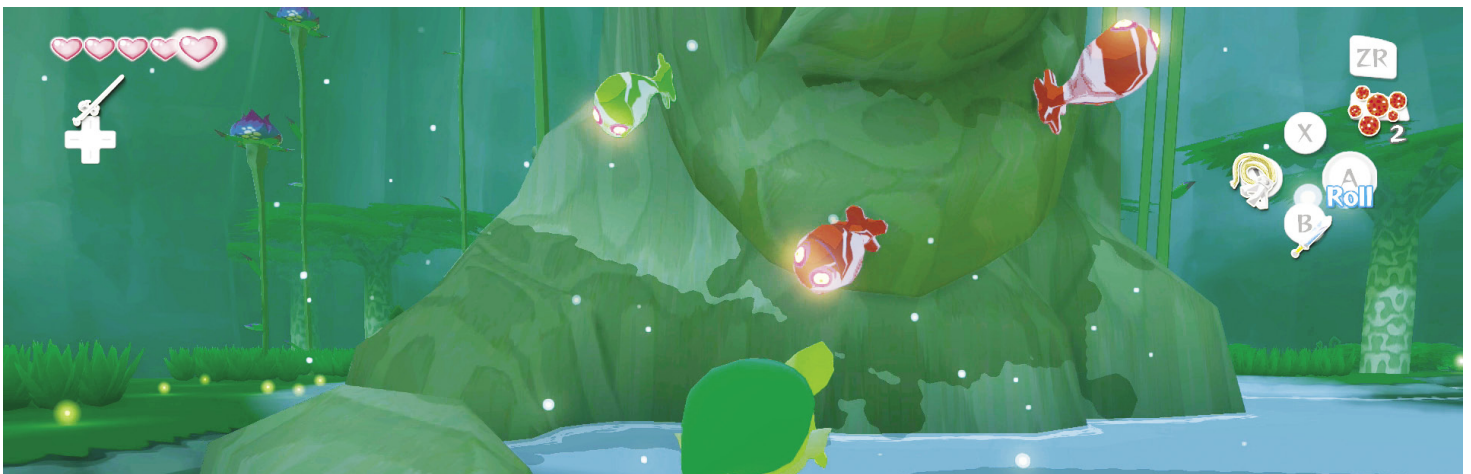
Hmmm...interesting. That tree looks like it has a— It's alive!! And it's covered in Red and Green ChuChus! The poor tree seems like it's in pain. Help it out by rolling into its base to shake all the ChuChus off.

Enemy: Green ChuChu

Green ChuChus are pretty much identical to Red ChuChus, except they take more hits to defeat than their crimson counterparts. They are also more prone to turning into their goo form to avoid attacks. Still, the methods for defeating them are the same: hit them while they're in their solid form and avoid their jump attacks.

Gellin' with Jelly

Just like Red ChuChus, Green ChuChus drop Chu Jelly, but their jelly is green. You can take Green Chu Jelly to Doc Bandham in Windfall Island's potion shop to make a potion that recovers either your health or magic; there are even rumors of a Chu Jelly that can recover both!



These persistent jellies will climb back onto the tree after only a minute or two. When that happens, you have to roll into the tree's base again to shake them off. Repeat this process until you defeat all of the ChuChus.

The giant tree will begin to speak to Link in a language that seems all too familiar—didn't Valoo speak in this manner as well? It doesn't take long for the old oak to realize that Link hasn't a clue what he's saying. He promptly switches to a language Link knows and then introduces himself as the Deku Tree. Parroting what Red has feared all this time, the Deku Tree suspects Ganon for the ill-mannered creatures that have been popping up in his domain.

The Deku Tree calls down the spirits of the forest—the Koroks, tiny creatures that wear leaf masks and have the bodies of trees. Link is just in time for the Forest Haven's annual ritual to promote the health of the forest, but before the ceremony can commence, a Korok named Linder, who is known for his tardiness, shares some grave news with the Deku Tree. Apparently Linder's partner in the battle against punctuality, Makar, has fallen into the ominous-looking Forbidden Woods, meaning the ceremony cannot be completed. This does not bode well for the Deku Tree and his forest.

Link, Get Your Wings!

Getting to the Forbidden Woods is not an easy task for a tiny person such as Link. There is no way to enter that horrible place by boat, leaving travel by air as the only option. The Koroks can fly, but sadly Link cannot. Worry not: the Deku Tree has the means to get Link airborne—one of his magical leaves!

After speaking with the Deku Tree, head to the purple flower buds on the ancient acacia's right side (your left). These flower buds are known as Baba Buds; use them to launch yourself into the air to reach heights unknown—or in this case, the Deku Leaf on top of one of the Deku Tree's branches.

Baba Buds: How Do They Work?

Here are a few things to remember when using a Baba Bud: simply walk into a Bud to use it. The Bud will begin making a charging sound and after 3 to 5 seconds, it'll spit you into the air.

Use ◀L and L▶ to change directions.

Hold L before being launched out of the Bud to fly forward when shot into the air.

If you don't move L when you are shot out of the Baba Bud, you'll fall right back into the bud.

Hop into the Baba Bud and line yourself up with the thin plant ahead (if you need some perspective, let the Baba Bud launch you straight into the air to see where the next Baba Bud is). Land in the Baba Bud on top of the thin plant and then line yourself up with the next thin plant.

Mastering Gravity

Missing a Baba Bud after being shot in the air is almost inevitable for those who haven't used them before. This will almost certainly mean an express trip to the Forest Haven's floor, costing you precious Hearts. But do not despair! There is a trick to avoiding damage when falling from the highest of heights: a split second before you hit the ground, hit A to have Link roll out of his fall, negating all damage that our Wind Waking friend would have taken if he hit the ground dead-on.

Repeat this until you reach the fourth Baba Bud—there is no Baba Bud accessible from the fourth Bud. Instead you'll have to land on top of a leaf canopy at the top of the thicker tree in front of you.

From here, use your Grappling Hook to hook onto the branch directly above and in front of the Baba Bud ahead. Note: you'll have to reposition yourself on the rope with the Ⓛ before swinging into the Bud.

Continue going from Bud to Bud until you see another leaf canopy on your right. Launch onto the canopy and grab the glowing Deku Leaf.

	28	Deku Leaf

Deku Leaves and You

The Deku Leaf gives you the power to glide if you use it while in the air. If used on the ground, the Deku Leaf will send out a blast of wind that can be used in a variety of ways.

When outside, your Deku Leaf will glide with the wind. If the wind is set against you, you'll glide at a crawl, so always use the Wind Waker to set the wind in the direction you're looking to glide.

Getting the Deku Leaf also gives you a Magic Bar, which is located underneath your health. Gliding with the Deku Leaf costs Magic, so you can only glide until your Magic Bar hits empty. It should be noted that shooting blasts of wind with the Deku Leaf has no Magic cost.

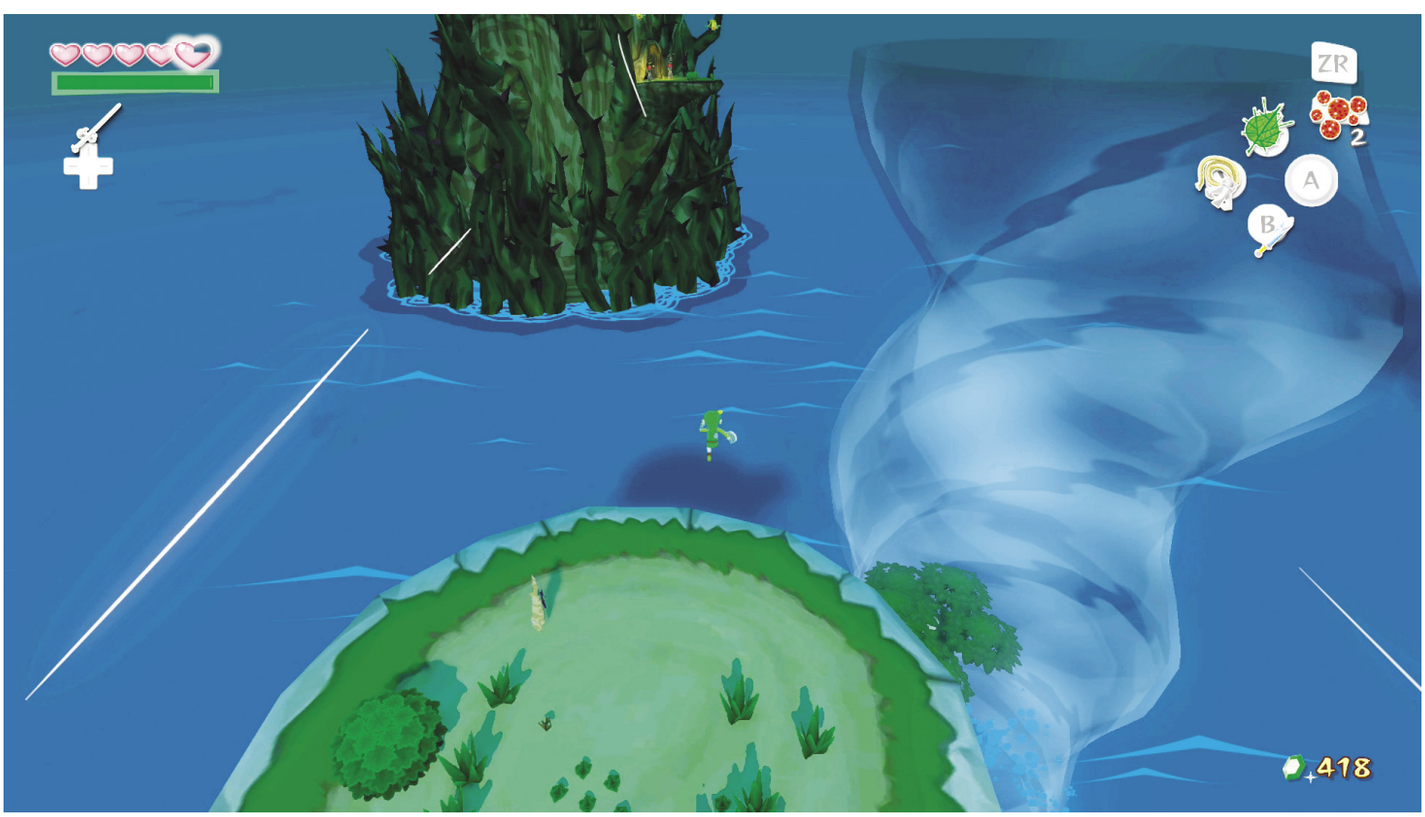
You can refill your Magic Bar by picking up Magic Jars that will often appear after cutting tufts of grass.

One final note: if you happen to have the Deku Leaf equipped when you fall from a great height, you can activate it just before hitting the ground to keep yourself from taking damage.

After grabbing the Deku Leaf, equip it and then turn around and jump off the canopy toward the opening on the wall (the opening is lower than the canopy you are currently on). While in the air, use the Deku Leaf and glide toward the opening (the grass-arrow will help point the way). Land on the grass-arrow ledge and go through the door.

Directly ahead, with its menacing appearance and promise of danger, is the Forbidden Woods. Unfortunately (or maybe fortunately in this case), the Woods are a good distance away from the Forest Haven with nothing but the sea in between. Luckily you have the Deku Leaf now, so we might just be able to make it over there.

To your left is a small island with a wind vortex circling it. That's your destination, so set the wind blowing to the southwest and use your Deku Leaf to glide over there. This next part is very tricky. You must glide into the wind vortex circling the island to glide to the Forbidden Woods. Timing is incredibly important here, and you need to be ready to dodge the flying spike monsters, known as Peahats, that are stationed in front of the Woods' entrance.

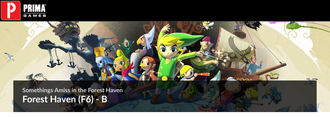


Set the wind northwest and position yourself so that the Forbidden Woods are directly ahead of you. When the wind vortex enters the screen on your right, jump and glide. If your timing is solid, you'll hit the vortex and get a boost into the air, giving you plenty of height to reach the Forbidden Woods. (Note: use the picture above to get a good idea of gauging when to jump.) If you're a little off, do whatever you can to get into the vortex, even if it means turning into it.

Enemy: Peahat

Peahats are the spiky monsters that use bladelike petals on their heads as propellers to fly around. Their only method of attack is to ram Link, but defeating them is a different story. Their petals also work as a shield, deflecting Link's sword attacks. Projectile attacks are the only way to bring them down. Blow a gust of wind at them to stop their propellers from spinning. This will drop them to the ground and allow for attacks with Link's sword. Also, if you use the Grappling Hook on a Peahat that still has its propeller attached, you'll net yourself a Golden Feather, which will come in handy later.

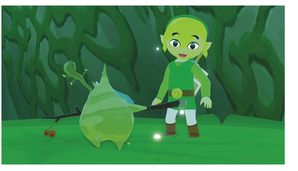
Once you've hit the vortex, head straight toward the Forbidden Woods. A platform is extending out of the entrance that is perfect for a landing. Avoid the Peahats and you're good as gold. Don't worry if it takes a few tries: If you fall in the water, you'll be taken back to the small island with the vortex circling it. Just cut the grass to get your Magic Bar back to full and try again.



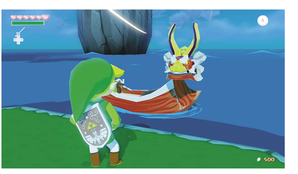
Forest Haven (F6) - B

The Deku Tree thanks you for rescuing Makar by handing you Farore's Pearl. With Makar out of Kalle Demos's flowery mandibles, the Koroks can continue with the ceremony.

32 Farore's Pearl



As Makar plays his leafy cello, seeds fall from the Deku Tree's branches. The Koroks collect the seeds and fly off to plant them across the Islands of the Great Sea in order to spread the Deku Tree's great forest to places outside of the Haven.



Head back to Red whenever you're ready.

I Spy a Firefly

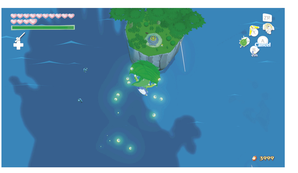
Before leaving the Forest Haven, you can use an Empty Bottle to pick up a Forest Firefly to take back to Lenzo on your next visit to Windfall Island. Forest Fireflies are the larger, color-changing orbs floating around the ground floor of the Forest Haven. Simply walk up to one and use your Empty Bottle on it like you would a Fairy.

Upon receiving the Firefly, Lenzo will hand Link a *Joy Pendant*, all the while stating that Deluxe Picto Boxes required Forest Fireflies back in the day. Weird...that sounds vaguely familiar....

Bring Out Your Inner Otaku

If you got the Deluxe Picto Box by completing the "Lenzo's Apprentice Shutter Bug" side quest while we were on Windfall Island, you can open a hatch just outside Forest Haven that leads into the Nintendo Gallery. The Nintendo Gallery is a place where people can bring photos of every person or creature living across the Islands of the Great Sea to have them turned into sculptures. It's an absolute "must stop and visit" location for collectors.

To reach the Nintendo Gallery, make sure you have a Hyoi Pear in your Bait Bag (There is a Beedle's Shop Ship sailing around the base of the Forest Haven that sells Hyoi Pears if you need 'em), then take the Baba Buds to the second highest ledge on the inside of the Forest Haven. To accomplish that, take the Buds up to the leaf canopy where you originally grabbed the Deku Leaf, turn left then hop and glide to the Baba Bud ahead. From there, launch onto the ledge ahead with the Baba Bud at its edge and you'll be at the second highest platform of the Forest Haven.



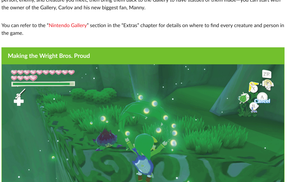
Exit through the passage leading out of Forest Haven and head to the tip of the ledge ahead (cut the grass if you have less than a full Magic Bar). Set the wind to the northwest, then jump off the cliff, and glide to the island below.

Now turn around and face Forest Haven; a crystal is in a small alcove to the left of the cliff you just jumped from. Use a Hyoi Pear to control and navigate a seagull into that crystal.

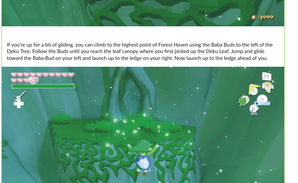
Once you hit it, the hatch on the island will open, giving you access to the Nintendo Gallery. A ladder will also drop on the side of the island, which will allow you to get back up here with less effort. From here on, all you need to do is take pictures of each person, enemy, and creature you meet, then bring them back to the Gallery to have statues of them made—you can start with the owner of the Gallery, Carlov and his new biggest fan, Manny.

You can refer to the "Nintendo Gallery" section in the "Extras" chapter for details on where to find every creature and person in the game.

Making the Wright Bros. Proud



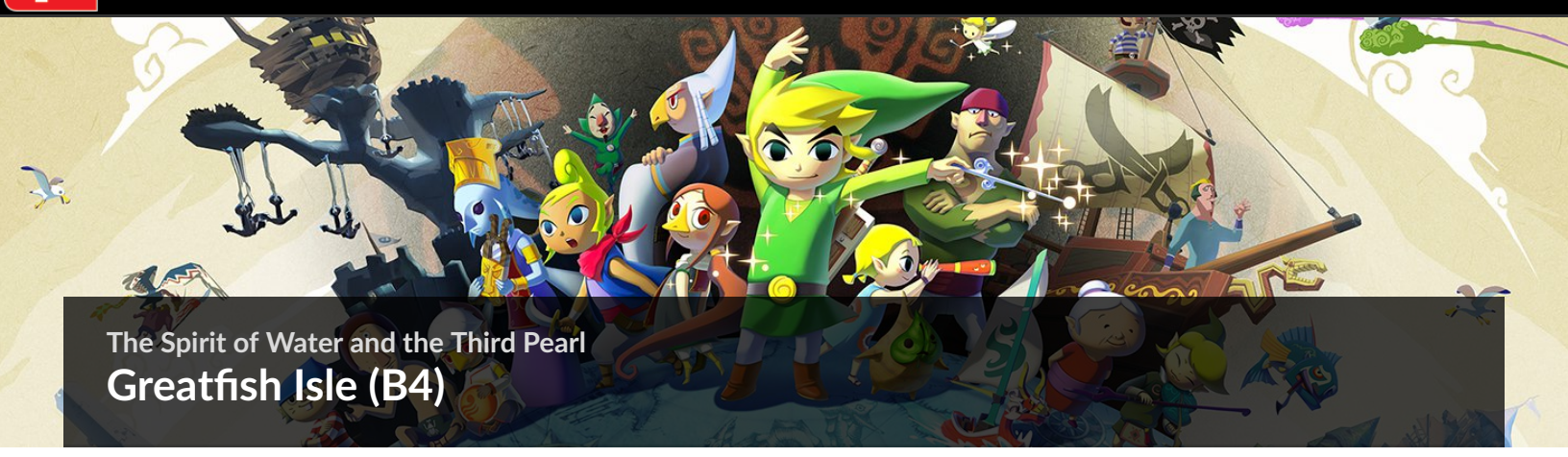
If you're up for a bit of gliding, you can climb to the highest point of Forest Haven using the Baba Buds to the left of the Deku Tree. Follow the Buds until you reach the leaf canopy where you first picked up the Deku Leaf. Jump and glide toward the Baba Bud on your left and launch up to the ledge on your right. Now launch up to the ledge ahead of you.



On the ledge is another Baba Bud. Hop into it, then launch toward the top of the Deku Tree in the middle of the room. Your goal is to land on the leaf canopy connected to the Deku Tree and then jump and glide to the ledge straight ahead of you on the room's other side.

Outside, cut down the grass to grab some Magic Vials and get your Magic Bar back to full. Head to the tip of the ledge and use the Wind Waker to set the wind southeast. Jump off the ledge and glide to the small island below to find a chest containing Treasure Chart #3. Jump off the island, heading north to return to dry land—Link should have just enough stamina to make it back to the King of Red Lions (hop onto Beedle's Shop Ship if it's sailing nearby).

33 Treasure Chart #3



The Spirit of Water and the Third Pearl

Greatfish Isle (B4)

Something seems very wrong here. A dark cloud hovers over the isle the same way it did on Dragon Roost...It seems that Ganon got here long before we left the Forest Haven.

Oh...no...

The entire island has been destroyed...We fear the spirit of the waters is...

Thankfully Quill is here to fill us in on what happened to the island and the water spirit Jabun. Luckily, sensing something wasn't right, Jabun fled to Outset Island for safety. There may still be hope for collecting the pearls and stopping Ganon! Unfortunately, we can't just go straight to Outset Island to see Jabun. Apparently there is a large stone slab blocking the cave that Jabun is currently hiding in; even Tetra and her pirate crew couldn't get past it. As Quill tells it, the pirates headed to Windfall Island with some idea of how to deal with the slab. Let's head over there and look at what they have planned.

Greatfish Isle's Broken Heart

Just southeast of Greatfish Isle's beach is a corkscrew spire. Climb to its top and set the wind blowing northeast. Use your Deku Leaf to glide onto the small ledge in between the beach and the large landmass on the right (the ledge is connected to the landmass). The ledge leads into a small alcove with a chest containing Piece of Heart #17.

59	Piece of Heart #17

The Spirit of Water and the Third Pearl

Windfall Island (D2)

It looks like Quill's information was correct: The pirates are definitely here. Word is that the pirates are up in the bomb shop—maybe that's how they plan on dealing with the slab? We should probably take a look, but it'd be wise to avoid any attention until we know what's going on and where the pirates stand in this mess that Ganon's made.

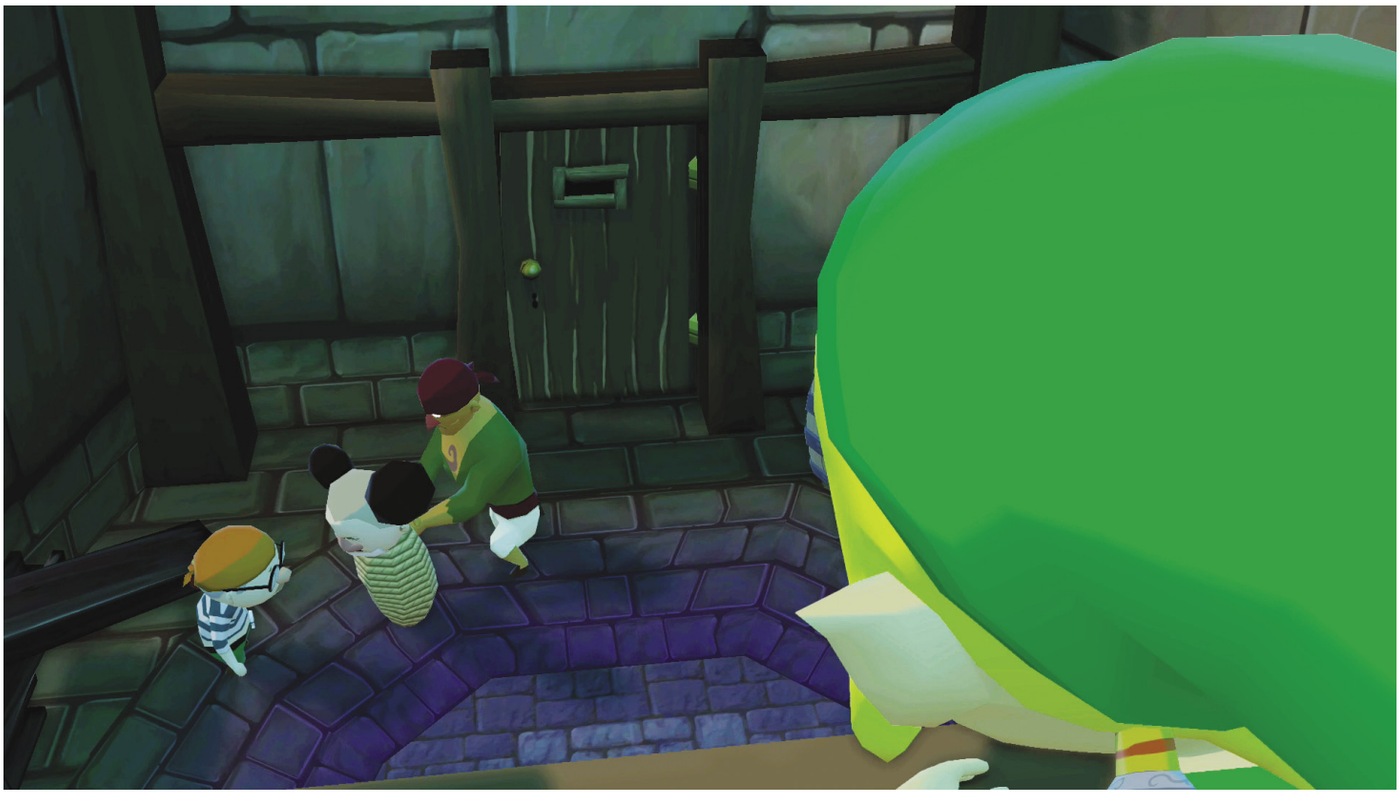
Strictly Business

Unfortunately, this visit to Windfall Island is a little less full of things to do this time. You can't do any of the side quests that you might've missed on your last two visits during this time.

Head to the bomb shop and sidle along its left side just like you did when playing hide-and-seek with the Killer Bees. Climb up the vines on the back of the building and crawl through the hole at the base of the bomb shop's small spire.

Pay Attention!

It is important for you to pay attention to this cutscene. The pirates will say the password to their ship. You need to know this if you're going to continue on your journey. Unfortunately, the password changes with every playthrough, so we can't just tell you what it is. If you forget the password, speak to the King of Red Lions to get a reminder.



Inside the bomb shop, a strange and likely illegal scene is happening. The pirates, sick of Cannon's sky-high prices, have tied him up and taken all of his bombs for themselves. Tetra wants to take their explosive haul and head back to Outset Island immediately, but the pirates are missing land something fierce. Tetra, after peering in Link's direction, spontaneously changes her mind and decides the pirates could use a break.

This is our chance! While the pirates enjoy Windfall Island's sights and sounds, we can sneak onto their boat and grab the bombs!

Head up to the peak of Windfall Island (where Tott is dancing) and jump down into the pirates' boat. Head to the door on your right and offer the password you heard Gonzo tell Mako in the bomb shop. You'll be given admittance to the ship's interior.

Head downstairs and you'll find Niko, who is more than a little overjoyed to see Link return, putting him one step higher than the lowest pirate once again!

Just a Peek

Now that no one is around to guard Tetra's door, maybe we should take a peek? We know we probably shouldn't, but the curiosity is killing us!

Weird...what's with these pictures on her walls? She sure does have a strange fascination with triangles, huh?

Swinging Shenanigans 2: Platforms' Revenge

Niko has you perform a second rope-swinging minigame, this time without the platforms to jump from. Also, you now have to make it to the other side before time runs out, or a gate will slam shut, locking you out of the room on the area's other side.

Despite the lack of floors, the timer, and the fact that the ropes now slide back and forth as the boat rocks, you play this minigame the same as the last time. Hop on each rope, adjust your position on the rope and swing to the room's other side before time runs out. It'll likely take you a few tries, but if you keep swinging to the nearest rope, you'll reach the room's other side in no time.

Just note that jumping on a rope after it has slid toward you will make it very difficult to finish the minigame. Wait until it's about halfway between its closest and farthest points from you jump on it.

After you make it to the other side, Niko decides to throw caution to the wind and hands Link some of the bombs the pirates nabbed. Perfect! We can now deal with whatever that stone slab is on Outset Island. And since there isn't much for us to do on Windfall Island at this point, let's delay no further!

60	Beedle's Chart
61	bombs

Mail Time!

On your way off the island, check the mailbox in front of Windfall Island's gate to find a letter or two. Beedle will have likely mailed Beedle's Chart to you by now, which shows you the locations of every Shop Ship on the Great Sea. You should also receive a letter around this time from Orca, which states that he is looking for Knight's Crests—we knew they'd come in handy!

Conquering the Great Sea

You can make a quick detour to Stone Watcher Island for a Blue ChuChu and Piece of Heart #18.

Stone Watcher Island (C5)

Blue ChuChu for You

On the island, just behind the giant stone head, is a Blue ChuChu. Take it out and take its jelly.

Curiosity's Rewards

Sea Platforms often have treasure chests that contain smaller items like red and Purple Rupees, Golden Feathers, and Skull Necklaces. We won't point out Sea Platforms unless they have larger treasures like Pieces of Heart, so make sure to stop at every Sea Platform if you want a bit of extra treasure. You can also check the "Islands of the Great Sea" section in the back of this guide to find out what items each Sea Platform has.

Under Fire!

The Sea Platform to the west of Stone Watcher Island actually holds a very special reward: a Piece of Heart. Trouble is, you need to destroy all of the cannons surrounding the base of the platform's hut in order to make the Piece of Heart appear. This shouldn't be a problem with your trusty Cannon, so take them out and collect Piece of Heart #18!

62 Piece of Heart #18

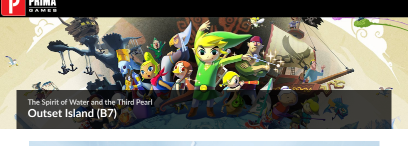
Surviving the Great Sea

During your travels across the Great Sea, you'll encounter more than a few creatures and creations that don't like Link and his adventurous ways. Avoid most seafaring creatures whenever possible, but when you do have to face one, use your Cannon and Boomerang to sort them out.

Use the Cannon by pressing while on your boat. When the Cannon comes out, a shot path will appear, indicating where your Bombs are going to land when fired.

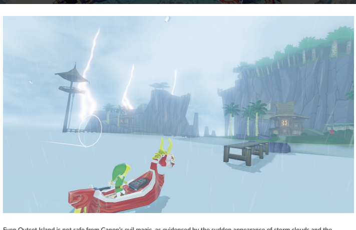
If you run out of Bombs for your Cannon, you can use the Boomerang to mop up enemies in much the same manner—it even works on the cannons mounted to the Sea Platforms.

Again, most enemies can be avoided altogether, but if you've gotta defeat them, you'll know exactly what tools will work to get the job done.



The Spirit of Water and the Third Pearl

Outset Island (B7)

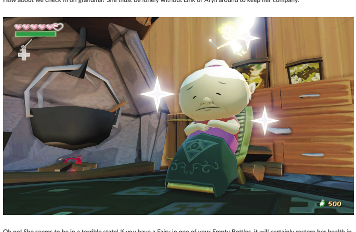


Even Outset Island is not safe from Ganon's evil magic, as evidenced by the sudden appearance of storm clouds and the ChuChus and Moblins roaming the once-peaceful island.

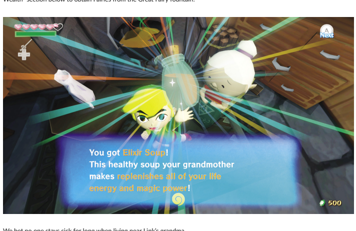
Our job is to find Jabun, but we can't help but worry about Link's family and friends on his home island. Let's take a look around and make sure everyone is okay before continuing on.

Grandma's Been Worried Sick

How about we check in on grandma? She must be lonely without Link or Aryll around to keep her company.

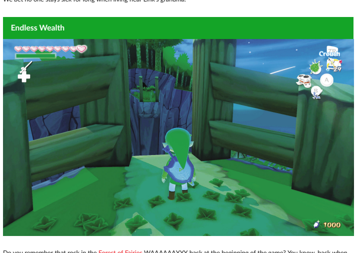


Oh no! She seems to be in a terrible state! If you have a Fairy in one of your Empty Bottles, it will certainly restore her health in much the same fashion as Link's. Stand near Link's grandma and use the Red Potion or Fairy to treat her. When she comes to, she'll offer Link her signature soup, which restores his health and magic back to full and allows him to do double damage until he is hit once. On top of that, an Empty Bottle can hold two servings. If you run out of this miracle meal, you can come back and see grandma to get another two servings. If you don't have a Fairy or a Red Potion, you can skip to the "Endless Wealth" section below to obtain Fairies from the Great Fairy fountain.



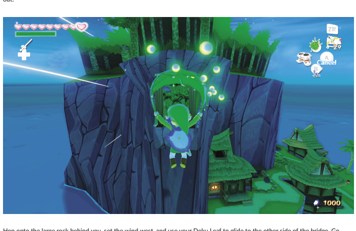
We bet no one stays sick for long when living near Link's grandma.

Endless Wealth

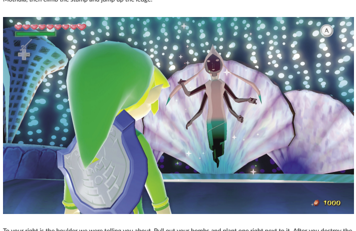


Do you remember that rock in the Forest of Fairies WAAAAAAAYYYYY back at the beginning of the game? You know, back when we were trying to rescue Tetra? Well it turns out that rock is covering the entrance to a Great Fairy fountain.

To get there, head to the other side of the island and head up the slope just past the watchtower (that reminds us of Aryll...we hope she's all right). It turns out that more damage has been done to the island than we thought; the bridge here is completely out!



Hop onto the large rock behind you, set the wind east, and use your Deku Leaf to glide to the other side of the bridge. Go through the passage to enter the Forest of Fairies. Head straight, over the ledges, into the nook with the log and the Wingless Mothula, then climb the stump and jump up the ledge.



To your right is the boulder we were telling you about. Pull out your bombs and plant one right next to it. After you destroy the boulder, you can hop down the hole underneath it to find the Great Fairy fountain. To thank you for unblocking the fountain's entrance, the Great Fairy will increase Link's Wallet to hold 5,000 Rupees!

On your way out of the Forest of Fairies, you can climb the log leaning against the ledge ahead of you to find a couple of Moblins roaming around. It's never a bad idea to stock up on Skull Necklaces, is it?

Once an Apprentice, Now a Master

If you're up to the challenge, you can stop by Orca's to have him test your abilities. You've learned a lot since the last time you were on Outset Island, so show him what you're made of!

The rules of the "Sword Training" minigame are simple: Hit Orca a set number of times without getting hit by him more than twice. This is a very difficult challenge that will test your reflexes as well as your stamina, but don't worry! If you follow what we say, you'll be able to best him in no time.

Orca will ask that you hit him a specific number of times for a prize. Ignore that and try your best to hit him 1,000 times on your first attempt. This will save you the effort of having to do double the hits on Orca while still landing you all the prizes listed below.

The key to beating Orca is to -Target him and hit while trying not to move unless you absolutely have to. Parry attacks count as two hits, but DO NOT USE THEM. The more hits you get on Orca, the faster he strikes. Using parry attacks will leave you completely open while he strikes, and they don't always dodge Orca's attacks. You can almost always get away with three to four strikes before Orca attacks, so get those attacks in before Orca swings at you, then put up your shield until Orca counterattacks. Rinse. Repeat.

The Rewards for each rank are as follows:

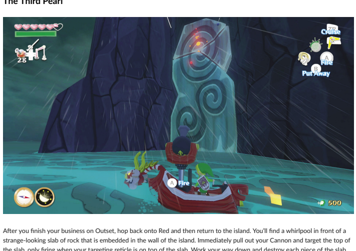
- 100 Hits = Knight Ranking + Purple Rupee
- 300 Hits = Swordsman Rank + Orange Rupee
- 500 Hits = Piece of Heart #19
- 1,000 Hits = Master Rank + Silver Rupee

63 Piece of Heart #19

Don't Forget to Feed the Birds

Before leaving, jump onboard Beedle's Shop Ship and grab at least two Hyoi Pears. I have a feeling we're going to need them in the near future.

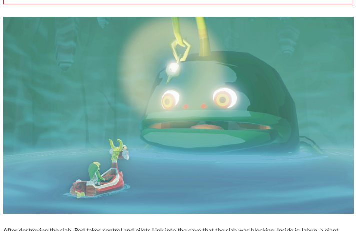
The Third Pearl



After you finish your business on Outset, hop back onto Red and then return to the island. You'll find a whirlpool in front of a strange-looking slab of rock that is embedded in the wall of the island. Immediately pull out your Cannon and target the top of the slab, only firing when your targeting reticle is on top of the slab. Work your way down and destroy each piece of the slab, starting from the top.

Don't Delay!

If you take too long or if you run out of bombs, you'll get sucked into the center of the whirlpool, which will result in you being thrown out in front of Outset Island, bombless and soaked. Restock your bomb supply in Beedle's Shop Ship and then try again.



After destroying the slab, Red takes control and pilots Link into the cave that the slab was blocking. Inside is Jabun, a giant angler fish and water deity. He, too, speaks the same unintelligible language that Valoo and the Deku Tree spoke, but it seems that Red understands this language. Red is either an excellent negotiator or he and Jabun go way back, because after a few short moments, Jabun offers Link the third and final pearl.

64 Nayru's Pearl

Placing the Pearls

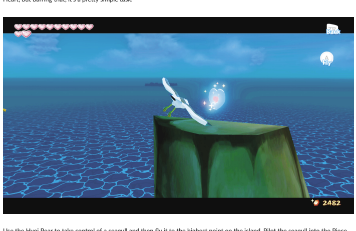
Red has marked our map to show us where we need to place the three pearls. The points are for D3, D5, and F4. We've wrapped up our business on Outset Island, so let's get going and place those pearls!

Conquering the Great Sea

Headstone Island (C7)

Link, Friend of Nature

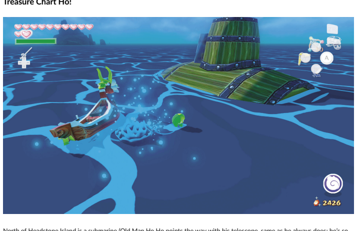
Piece of Heart #20 is located on Headstone Island. You'll need a Hyoi Pear to accomplish the task of obtaining the Piece of Heart, but barring that, it's a pretty simple task.



Use the Hyoi Pear to take control of a seagull and then fly it to the highest point on the island. Pilot the seagull into the Piece of Heart and then hit to release control of the seagull, which places Piece of Heart #20 in your possession. you're halfway to another Heart Container!

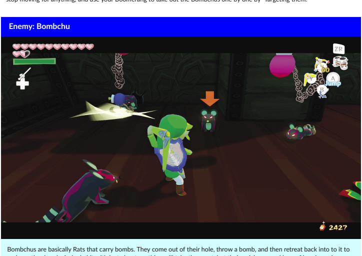
65 Piece of Heart #20

Treasure Chart Ho!

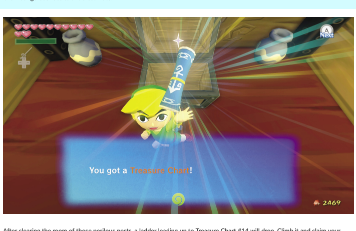


North of Headstone Island is a submarine (Old Man Ho Ho points the way with his telescope, same as he always does; he's so helpful). Aboard the submarine this time is a large collection of Bomb Flowers and a near-endless supply of Bombchus. Don't stop moving for anything, and use your Boomerang to take out the Bombchus one by one by -Targeting them.

Enemy: Bombchu



Bombchus are basically Rats that carry bombs. They come out of their hole, throw a bomb, and then retreat back into it to grab another bomb. A single hit with just about anything will take them out, but their quickness and love of bombs makes them dangerous foes to underestimate.



After clearing the room of those perilous pests, a ladder leading up to Treasure Chart #14 will drop. Climb it and claim your hard-earned prize.

66 Treasure Chart #14

Horseshoe Island (A7)

Sunken Treasure #9

If you acquired Treasure Chart #9 from the submarine near Crescent Moon Island (E1), you can open it to reveal the location of a Silver Rupee in this sector.

Fore!

Horseshoe Island is a bit trickier than other islands on the Great Sea. On the island are three holes, a handful of Deku Nuts, and some of those obnoxious spiked vines that pop out of the ground without warning. If you haven't guessed from this section's title, you'll have to play a bit of golf in order to get the treasures that this island holds.

Climb up the only ledge you have access to, and grab one of the Deku Nuts. Slowly make your way to the flag until the spiked vines pop out of the ground. Line yourself up with the flag and throw the Deku Nut into it. If you miss, you can use the Deku Leaf to try and blow it in the hole, but your best bet is to just grab another Deku Nut and try again.

The same rules apply for the second hole, but this time the Deku Leaf will probably come in handy if the Deku Nut doesn't make it into the hole with your first toss. There is also a Blue ChuChu near the second hole, so don't forget to nab that.

For the third hole, head back to the Deku Nuts that you used for the second hole, instead of trying to blow the third hole's Deku Nuts with the Deku Leaf. After getting a Deku Nut into the third hole, a treasure chest containing Treasure Chart #28 will appear on the platform in the center of the island.

67 Treasure Chart #28

No More Mothulas!

At the top of Horseshoe Island, near Old Man Ho Ho, is the entrance to a secret cave. Inside are two Wingless Mothulas and a Winged Mothula. Defeat them and a treasure chest containing Treasure Chart #8 will appear.

68 Treasure Chart #8

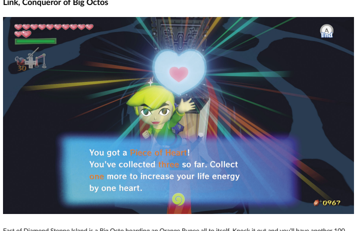
Diamond Steppe Island (A6)

Sunken Treasure #23

Did you grab Treasure Chart #23 by beating the high score in the Squid-Hunt minigame while on Windfall Island? 'Cause if you did, you can open it to reveal the location of Piece of Heart #21. You're really getting good at this pirate thing, aren't you?

69 Piece of Heart #21

Link, Conqueror of Big Octos



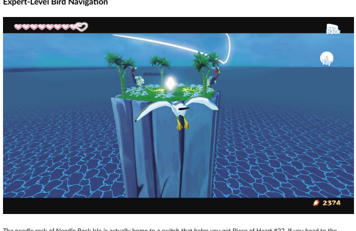
East of Diamond Steppe Island is a Big Octo hoarding an Orange Rupee all to itself. Knock it out and you'll have another 100 Rupees to add to your Wallet.

Needle Rock Isle (A5)

Sunken Treasure #28

At this point, you can open the Treasure Chart you grabbed from Horseshoe Island (A7) to find the location of another Silver Rupee. Man, all that extra wallet space is sure coming in handy right now.

Expert-Level Bird Navigation

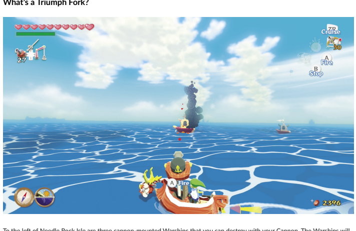


The needle rock of Needle Rock Isle is actually home to a switch that helps you get Piece of Heart #22. If you head to the island's southern tip, pull out a Hyoi Pear and have your seagull fly up in a circle until you're level with the switch atop the needle rock. You can navigate the seagull right into it while avoiding most of the Kargorocs that are circling it. If the Kargorocs do catch wind of your scheme and start chasing your seagull, fly straight and mash to get some distance from them. When they are almost offscreen, turn toward the switch. If you turn while the Kargorocs are right on your tail, they'll get you without issue.

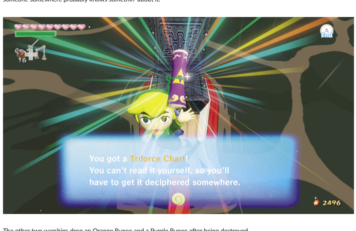
With the switch activated, the flames around the island's chest lower. Open the chest to claim Piece of Heart #22. Halfway to another Heart Container!

70 Piece of Heart #22

What's a Triumph Fork?



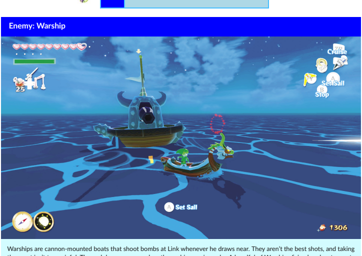
To the left of Needle Rock Isle are three cannon-mounted Warships that you can destroy with your Cannon. The Warships will each leave behind a Ring of Light that holds an item for you to salvage with your Grappling Hook. The Warship to keep track of, however, is the golden one, which will drop Triforce Chart #3. We couldn't tell you what Triforce Chart #3 is, but we're sure someone somewhere probably knows somethin' about it.



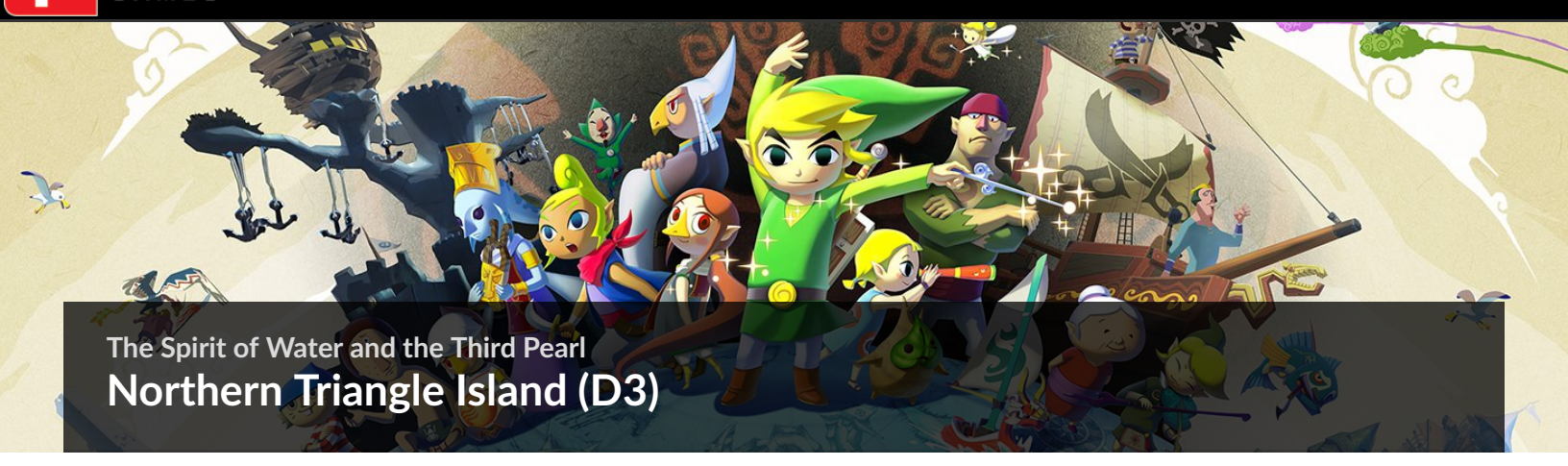
The other two warships drop an Orange Rupee and a Purple Rupee after being destroyed.

71 Triforce Chart #3

Enemy: Warship



Warships are cannon-mounted boats that shoot bombs at Link whenever he draws near. They aren't the best shots, and taking them out isn't too painful. The real danger comes when these ships are in packs. A handful of Warships firing bombs at you at the same time can make for a pretty rough journey. Don't worry too much, though; you can destroy a Warship with three shots from your Cannon. Just try not to sit in one place when near them and you'll be just fine.



The Spirit of Water and the Third Pearl

Northern Triangle Island (D3)

In sector D3 is Northern Triangle Island, an incredibly small plot of land. On the island is nothing but a single statue with empty, black eyes and open, welcoming hands. Hop onto the island and approach the statue. It comes to life and requests you place Din's Pearl into its hands. We wouldn't keep a talking statue waiting—there's no telling what this thing is capable of...

It looks like we took care of what needed to be done here, so let's head to the next island.

Watch Out for Cyclos

Cyclos, Zephos's angry brother, patrols D3, D5, and F4 in a giant cyclone. If you get anywhere near his cyclone, you'll be sucked into it and sent to a random location on the Great Sea, taking damage in the process. If you see an abnormally large cyclone, steer clear of it or face Cyclos's wrath.

Nintendo Gallery Notice

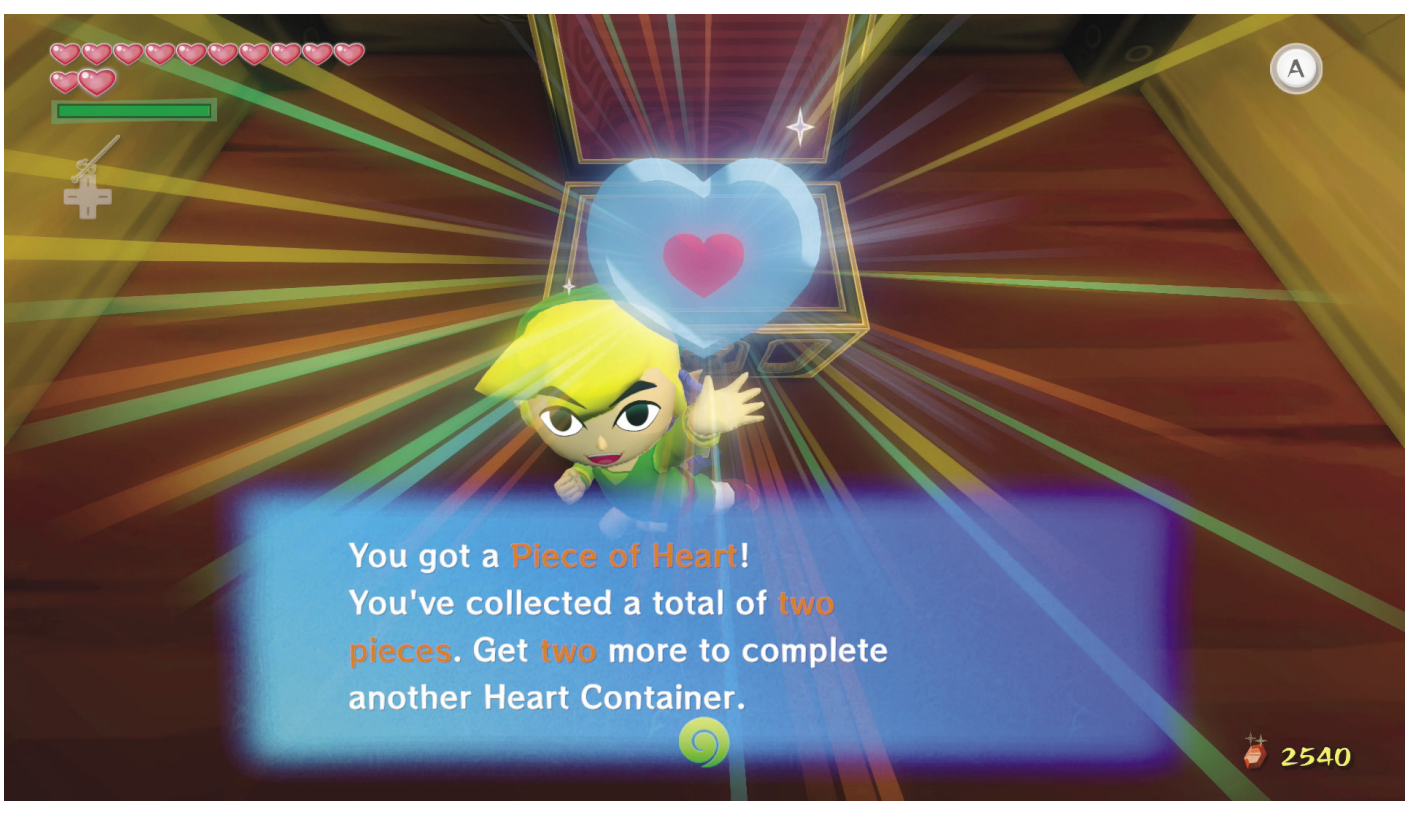
Now's a good time to get a pictograph of Zephos for the Nintendo Gallery. This one pic gets you both the Zephos and Cyclos figurines (it's a two-figure set). Cyclos won't be around forever, and Zephos can never be photographed, so take this picture while you can!

Conquering the Great Sea

Six-Eye Reef (D4)

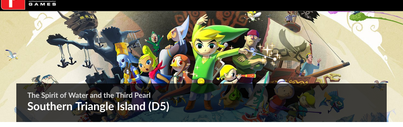
Sink Those Subs!

West of Six-Eye Reef is a submarine containing Piece of Heart #23. Patrolling the submarine are three Moblin guards. Take them out while avoiding the barrels lining the room, as they contain extra enemies that you don't need to defeat (unless you really want to). After defeating the Moblins, a ladder leading to Piece of Heart #23 will fall down on the room's far side.



Only one more to go for another Heart Container!

72	Piece of Heart #23



The Spirit of Water and the Third Pearl

Southern Triangle Island (D5)

Southern Triangle Island (D5) is identical to Northern Triangle Island, right down to the statue holding out its hands. Beware the surrounding Seahats while making your approach. This statue is looking for Nayru's Pearl, and we don't see a reason why we shouldn't hand it over. Now, then, let's head to the final sector marked on the map.

Enemy: Seahat

Seahats are like the larger, angrier, seafaring brothers of the tiny Peahats. They usually group in clusters and will relentlessly attempt to ram your boat if you get close enough to them. They are also known to be terrified of birds and will run away if you fly a seagull near them. Your Cannon or Boomerang will take care of them pretty swiftly, but you still need to watch out, because they won't just sit there while you launch a projectile at them. If they ram your boat at least once, you can bet that they'll do it again, so defeat them as quickly as possible to avoid further damage. Otherwise, just try and sail past them.

Conquering the Great Sea

Private Oasis (E5)

Professional Octo Hunter

Another Big Octo is located west of the Private Oasis. Defeating it will add an Orange Rupee to your Wallet. Are Big Octos even a challenge to an accomplished Octo hunter like yourself anymore?

Sunken Treasure #1

A Silver Rupee is yours for the taking if you nabbed Treasure Chart #1 while in the Forbidden Woods. Track it down and pull it up to get a little bit richer.

Bomb Island (F5)

Hey, Everybody, It's Tuesday!

At the top of Bomb Island is a large boulder that looks perfect for bombing. Blow the boulder up to reveal a secret cave. Jump into its entrance.

The door in front of you is barred off, and the switch in front of the door is a constant pressure switch. What to do, what to do? If you ponder long enough, a couple of Magtails will pop up from the lava pools on the left and right sides of the door. Wait for one of them to open their claws and then hit it in the eye with . Pick it up while it's curled into a ball, place it on the constant pressure switch, and presto! The door's open! Head on through.

In front of you are two paths. One leads to the higher level of the room, but this is blocked by rings of fire, so let's head to the narrow path on the left. Walk slowly and jump onto the switch inside the hole. This will remove the fire that's blocking the path on the room's right side. Traverse the narrow path and head to the upper areas of the room.

There are two sets of torches on the platform's left and right sides. Behind each set of torches is a pressure switch engulfed in a ring of fire. You need to take the Magtails that are patrolling the area and throw them onto the switches in the rings of fire. Once you've pressed a switch with a Magtail, it'll stay pressed, so don't worry about the Magtails climbing off of a pressed switch.

After pressing both switches, the fire that's surrounding the treasure chest at the highest point of the cave will disappear, allowing you to claim your prize: Piece of Heart #24—that makes another full Heart Container! Feel free to leave whenever you like; your business is done here.

73 Piece of Heart #24

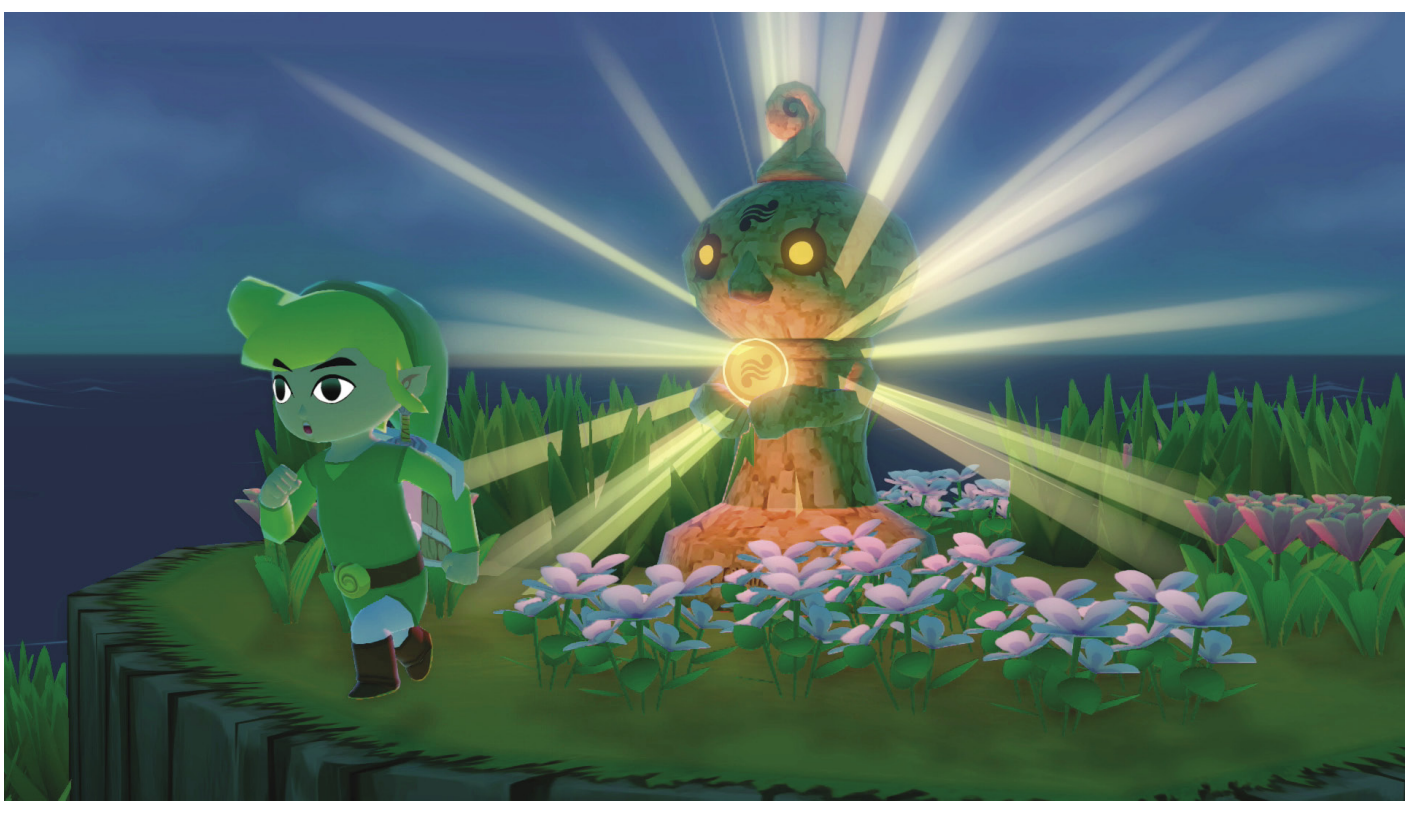
The Spirit of Water and the Third Pearl

Eastern Triangle Island (F4)

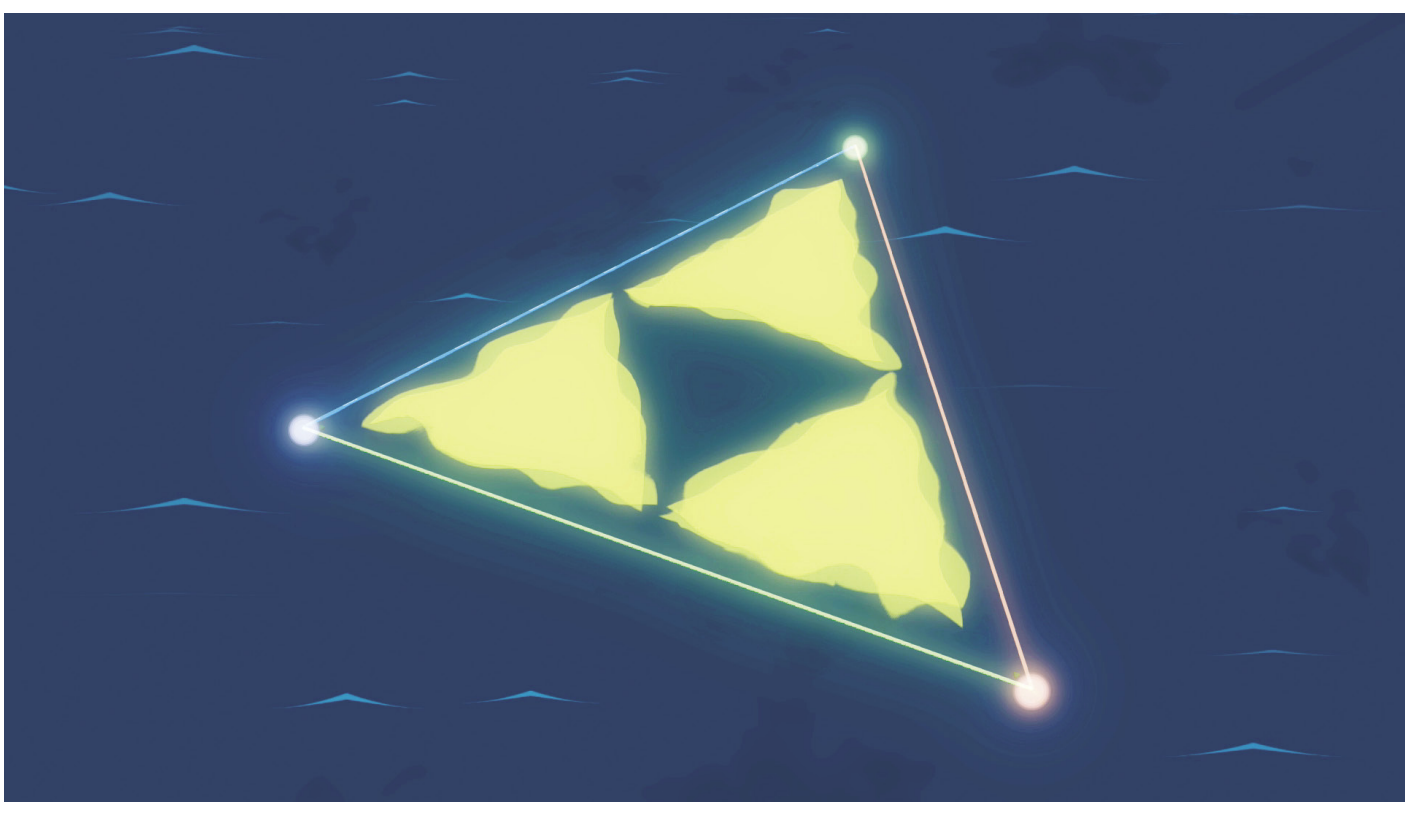
Sunken Treasure #34

Remember the Salvage Corp., the traveling, treasure-hunting team in constant search of their next big haul? Remember how they handed you Treasure Chart #34 for being something of a treasure hunter yourself? Well, open it and pull up some treasure—a Silver Rupee to be precise.

This is it, the last statue for the last pearl. Place the pearl in the statue's hands, but do so carefully...there's no telling what might happen at this point.

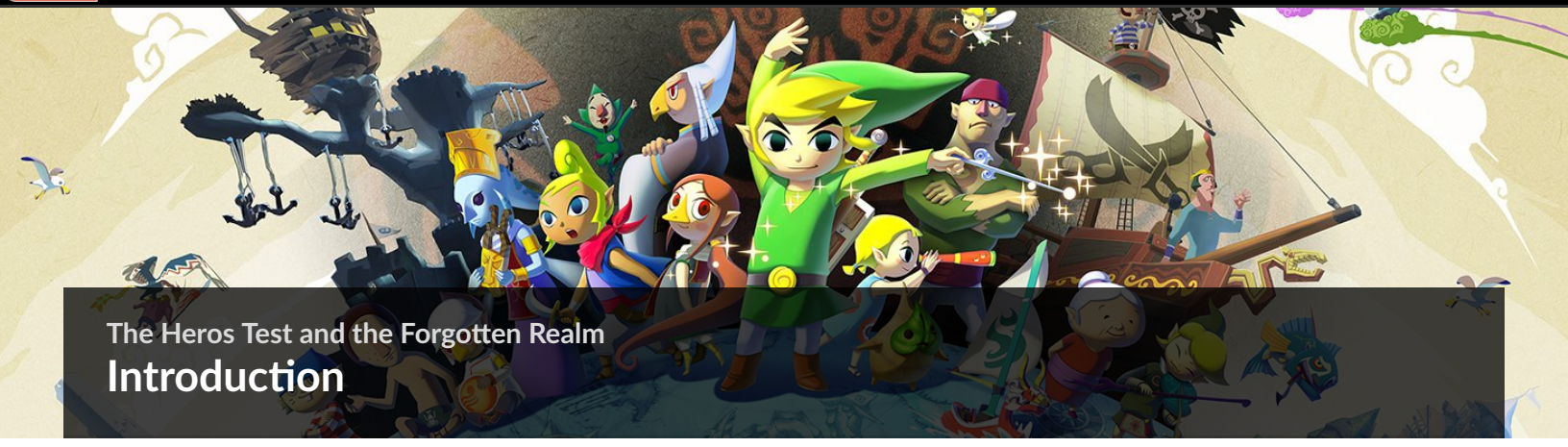


With the third pearl placed, the statues explode to reveal beautiful figures of goddesses! Unfortunately, Link was caught in the Eastern Triangle Island's statue explosion, and it sent him flying to who knows where! That was unexpected...



The statues shoot beams from the pearls, which unite to make a giant triangle with three smaller, golden triangles inside of it. (They look sort of like the triangles we saw in Tetra's room; maybe they're connected?) In the middle of the triangles, a large building begins to rise from the depths of the Great Sea. As luck would have it, Link was blasted into that very building.

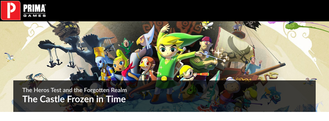
According to Red, this building was once used by the gods as a testing ground for young warriors just like Link. Now it's Link's turn to prove his courage by taking on this trial of the gods.



Introduction

Sunken Treasure #14

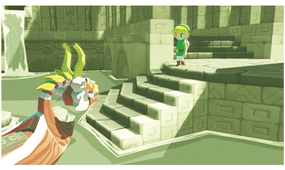
Before entering the Tower of the Gods, you can open Treasure Chart #14, which was found in the submarine in sector C7. This reveals the location of a Silver Rupee here in sector E4.



The Heros Test and the Forgotten Realm

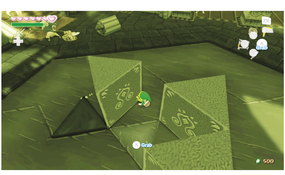
The Castle Frozen in Time

What a strange and curious sight. This entire underwater land is in black and white! Stranger still, everything seems to be completely at a standstill.



Red knows exactly what this place is, but he's currently unwilling to divulge that information, so head up the stairs and into the castle to find some answers as to what's really going on here.

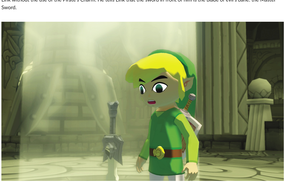
The interior of the castle provokes even more questions, as Darknuts and Moblins stand still as statues filled with malevolent intent. Most shocking of all is the statue in the center of the room: It looks just like Link! Where did Red take us? What is this enigmatic world?



Head down the stairs to the floor engraved with that same triangle pattern we've seen popping up around the world. Pivot the three large triangular blocks onto the triangle pattern in the center of the engraving on the floor. This can be a tough puzzle to wrap your head around, but if you keep pulling and pushing the blocks toward the triangle pattern, you'll eventually reach your goal.

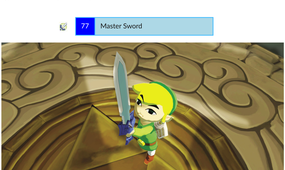
After you set all three blocks on the pattern, the blocks sink into the floor and the Link statue slides back to reveal a secret passage. Head back up the first flight of stairs and into the passage in front of the statue.

Inside this small room is a single sword, bathed in the colorless light of a cold sky. As you approach the sword, Red speaks to Link without the use of the Pirate's Charm. He tells Link that the sword in front of him is the blade of evil's bane: the Master Sword.



That is the same sword that is spoken about in the legends on Outset Island! The Master Sword and its wielder, the hero of time, are the reasons why Link is garbed in green right now! Can this possibly be THE Master Sword? There is only one sure way to find out.

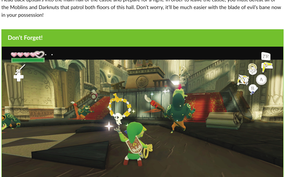
Approach the sword and pull it from its pedestal.



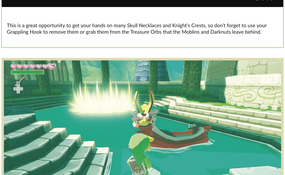
After Link draws the sword, color and life begin to flood back into the castle. The Moblins and Darknuts that were locked away in time are now fully animated once more.

Head back upstairs into the main hall of the castle and prepare for a fight. In order to leave the castle, you must defeat all of the Moblins and Darknuts that patrol both floors of this hall. Don't worry, it'll be much easier with the blade of evil's bane now in your possession!

Don't Forget!



This is a great opportunity to get your hands on many Skull Necklaces and Knight's Crests, so don't forget to use your Grappling Hook to remove them or grab them from the Treasure Orbs that the Moblins and Darknuts leave behind.



After defeating all of the enemies in the main hall, head up the stairs and back through the door to the courtyard. Hop back on Red and head into the portal. We've got preparations to make. It's time to take out Ganon!

Return to the Forsaken Fortress: The Hunt for Aryll Continues

Introduction

Before we head off to challenge Ganon, let's make a last-minute stop. Remember Cyclos's cyclones while we were placing the pearls? Well, we now have the means to defeat Cyclos and put an end to his trouble-making ways. Head to Northern Triangle Island (D3) to find Cyclos.

Conquering the Great Sea

On your way to Northern Triangle Island (D3), you can make a quick stop at Eastern Fairy Island (E3) to grab a few things.

Eastern Fairy Island (E3)

Sunken Treasure #3

Grabbing Treasure Chart #3 from the Forest Haven is about to pay off, because you can open it in this sector to find a Silver Rupee.

A Bomb for Every Occasion

The Great Fairy on the island will upgrade your Bomb Bag to carry more bombs. Great Fairies are just so darn helpful, huh? Use a bomb to blow up the boulder blocking the Great Fairy's door and you're in!

Chu Talkin' to Me?

To the left of the Great Fairy's door, near the palm tree, is another Blue ChuChu. Do we even need to tell you what to do from here? You've got this!

Return to the Forsaken Fortress: The Hunt for Aryll Continues

Northern Triangle Island

Once you're at Northern Triangle Island (D3), fly into Cyclos's enormous cyclone. Pull out your Hero's Bow and shoot arrows at Cyclos, who is at the top of the cyclone. If you hit him three times before you're sucked into the middle of the cyclone, he'll stop his attacks on innocent adventurers like Link.

He'll also teach Link the "Ballad of Gales" (↑ , → , ← , ↓), a song that allows Link to warp to specific locations across the Great Sea. Now we're ready to head back to the Forsaken Fortress (A1) and show Ganon what the Master Sword can do; however, if the legends are true, I'm sure he's well aware of what the Master Sword has in store for him. Hopefully Aryll is okay...

Conquering the Great Sea

Six-Eye Reef (D4)

Sunken Treasure #6

If you grabbed Treasure Chart #6 from the Tower of the Gods, open it to find the location of a Silver Rupee.

Rock Spire Isle (B3)

Platform Jumping

The Sea Platforms in this sector hold an Orange Rupee for those willing to do a bit of Deku Leaf gliding. Destroy the cannons on the smaller Sea Platform to make the treasure chest containing the Orange Rupee appear on the larger platform. Climb up the ladder on the middle platform, set the wind blowing west, and time your jump so you can glide into the vortex that is circling the taller Sea Platform.

If you destroy the cannons on the taller Sea Platform, a chest containing a Golden Feather will appear on the smaller one.

Keese Chaos

Rock Spire Isle is a bit trickier to traverse than other islands you've been to so far. It is covered with boulders that you must destroy to reach its other side. What's on the other side you ask? A Secret Cave with Treasure Chart #37.

Take the ramp leading to the upper area of the island, and walk to the ledge before your first boulder. Pull out a bomb, wait until it is flashing rapidly, indicating that it is just about to blow, then throw it at the boulder. If you time this correctly, the bomb will blow up in the air right next to the boulder. This will open the platform that the boulder was covering, enabling you to move forward. Repeat this process until you reach the other end of the island, then jump into the Secret Cave entrance.

Grab a Deku Stick from the room's right side and light it with the torches surrounding the warp leading out of the cave. Use the flaming Deku Stick to light the unlit torches on the room's opposite side and get ready for a fight. An onslaught of angry Keese will attack Link. Use your lit Deku Stick to fend off the swarm and a treasure chest containing Treasure Chart #37 will appear in between the torches you lit.

78 Treasure Chart #37

What Chu Talkin' About, Link?

Behind the Secret Cave is a Blue ChuChu. Defeat him and add another Blue Chu Jelly to your Spoils Bag.

Beedle Bonanza

The Shop Ship circling Rock Spire Isle is home to a special Beedle. This Beedle wears a centurion helmet and is selling Piece of Heart #25, an Empty Bottle, and Treasure Chart #4. If you've got a good deal of Rupees just waiting to be spent, you can purchase all three for 2,350 Rupees. Pricey, but well worth the cost.

79 Empty Bottle #3

80 Piece of Heart #25

81 Treasure Chart #4

Be sure to purchase the Empty Bottle and Heart Piece as soon as you can, this particular shop will close for remodeling after seven days. Afterward, Beedle will sell bombs, arrows, and a Red Potion to replace the rare items you purchased from him.

No More Warships!

You can find a couple of Warships in the sector's southwest corner. After you destroy the ships, one will leave behind a Ring of Light containing an Orange Rupee, and the other will leave behind Piece of Heart #26. You're halfway to another Heart Container!

82	Piece of Heart #26

Mother & Child Isles (B2)

Sunken Treasure #29

Remember Treasure Chart #29 we grabbed from the second floor of Lenzo's place? Well you can open it up and go chase down the Silver Rupee that's in this sector.

The Merchant's Oath

If you agreed to help Zunari acquire more merchandise for his stall, you can offer the Town Flower from your delivery bag to the Traveling Merchant on Child Isle. He will offer an Exotic Flower in exchange and ask for 20 Rupees. Then he will begin sending Exotic Flowers to Zunari's stall as part of the merchant's oath.

In order to continue helping Zunari, you'll have to return to Windfall Island and speak with him about this trade. Head there whenever you want, but we'll eventually guide you back there if you're willing to wait.

Chu Must Love Jelly!

On the east side of Child Isle is another Blue ChuChu. Collect its Blue Chu Jelly and be on your way! Aren'chu getting tired of these puns yet?

Star Island (B1)

Sunken Treasure #7

Now, we know you haven't forgotten the Squid-Hunt minigame on Windfall Island—it's more than a little challenging. Well, if you managed to win Treasure Chart #7, you can open it to reveal the location of a Silver Rupee, which will hopefully make up for how many Rupees you spent playing that minigame.

So Close!

Underneath the boulder on the island's southwest tip is a secret cave. Blow the boulder up and hop into the hole. Once inside, you'll find three Magtails at the center of the room. Defeat them and two Blue Bokoblins will jump out of one of the gargoyle-like mouths along the wall. Defeat them and two Shield Bokoblins will pop out. If you knock them out, two Moblins will appear. Defeat the Moblins and a treasure chest containing Piece of Heart #27 will appear. Only one more to go!

83 Piece of Heart #27

Chu'll Have to Look Harder

Underneath the southwest boulder is a Blue ChuChu. Defeat it and you'll have one more Blue Chu Jelly to take to Doc Bandham.

Return to the Forsaken Fortress: The Hunt for Aryll Continues

Forsaken Fortress (A1)

MAP LEGEND

A – K To/From

Skull Hammer

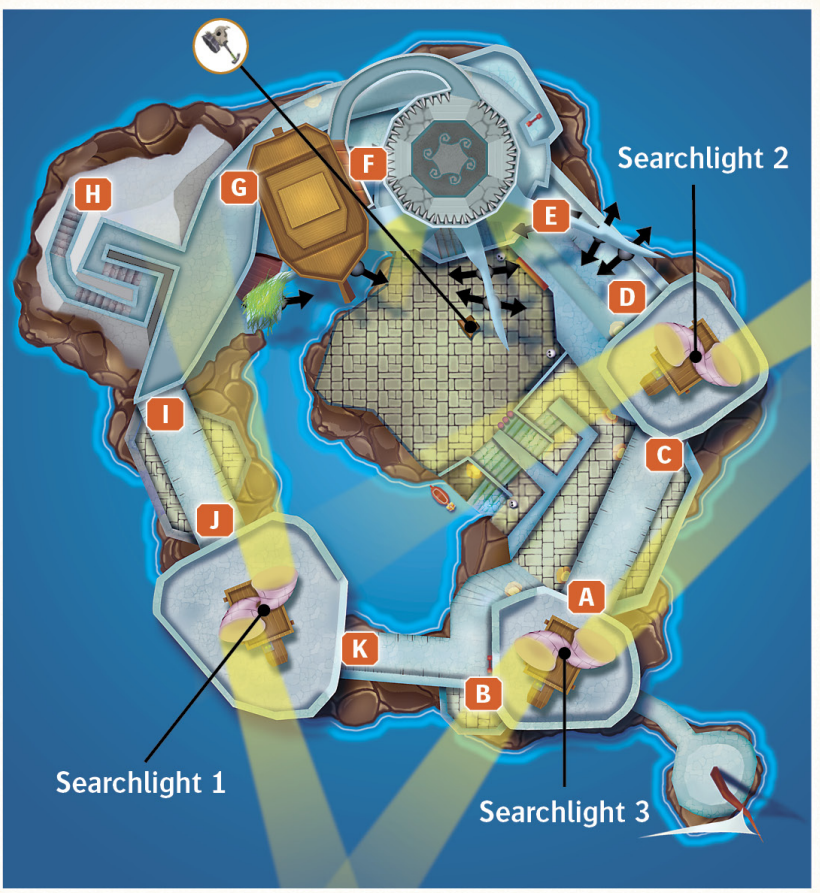
Dungeon Map

Compass

Chest #1 (Piece of Heart #1)

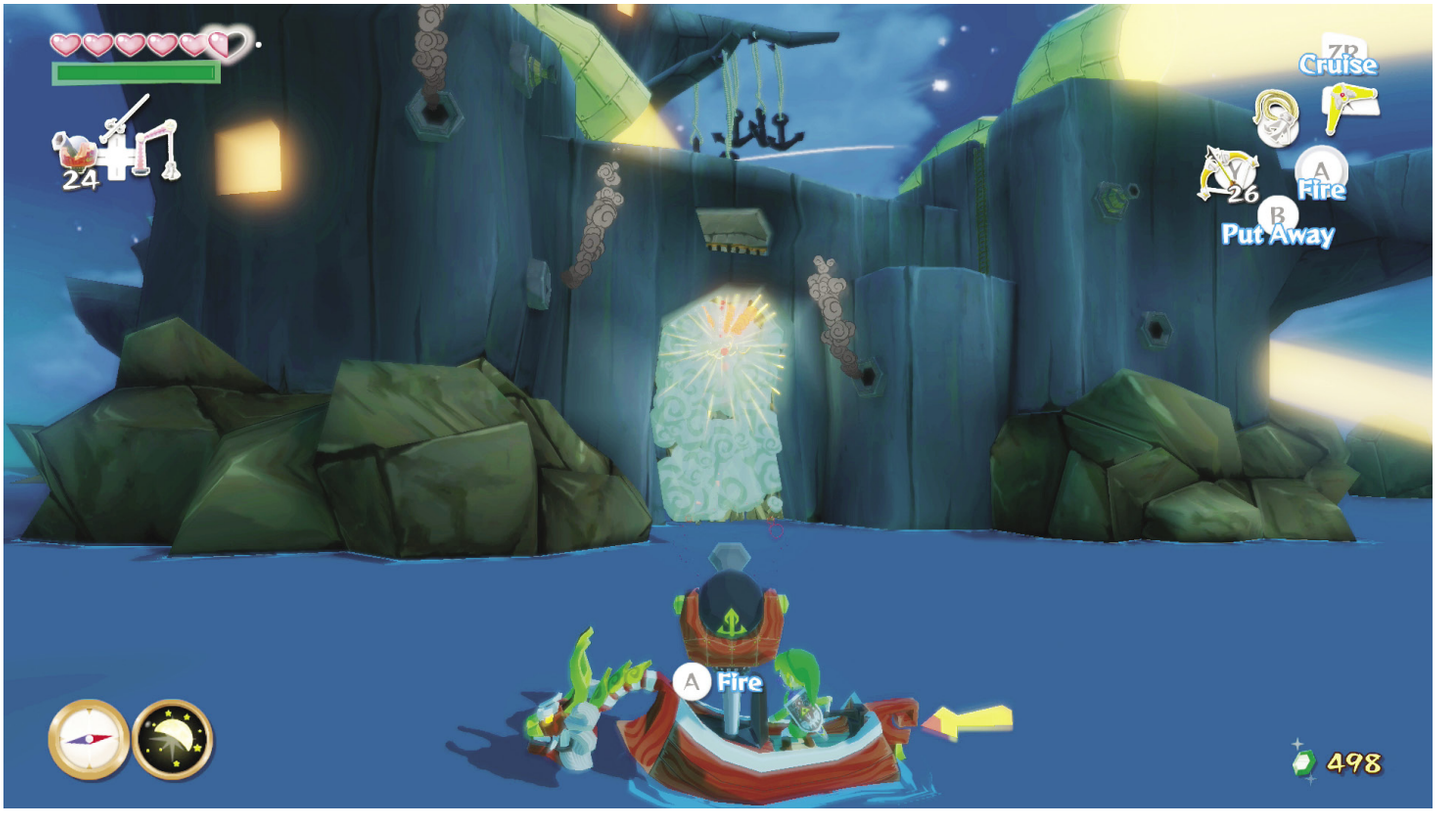
Chest #2 (Yellow Rupee)

Exterior



1. Déjà Vu?

There will be no catapulting into the Forsaken Fortress this time, so we'll have to get past the fortress's defenses to get back in and give Ganon the ol' one-two and finally rescue Aryll.



To get back into the Forsaken Fortress, you need to destroy the large wooden door at the front of the fortress with your Cannon. Destroy the two cannons on either side of the door to make your life a bit easier, then focus on the door. After a few direct hits, the door will break, allowing you to sail Red inside.

Handle the Forsaken Fortress in almost the same way as your first trip, with few exceptions—one of them being that you no longer have to sneak around. You'll start by traversing the mini-dungeon from the same landing and you'll have to take out the searchlights like you did last time.

Instead of alerting guards to your presence for an express trip to the Forsaken Fortress's jail cell, the searchlights will call waves of Miniblins to your location and will also set fortress cannons on you. You can't get back to the tower while cannons are firing at you, so you'll have to take the searchlights out.

Start by heading up to the center of the courtyard where the two searchlights are roaming. As you approach the center of the courtyard, a large black figure holding a giant sword appears behind Link. Without warning, he goes on the attack!

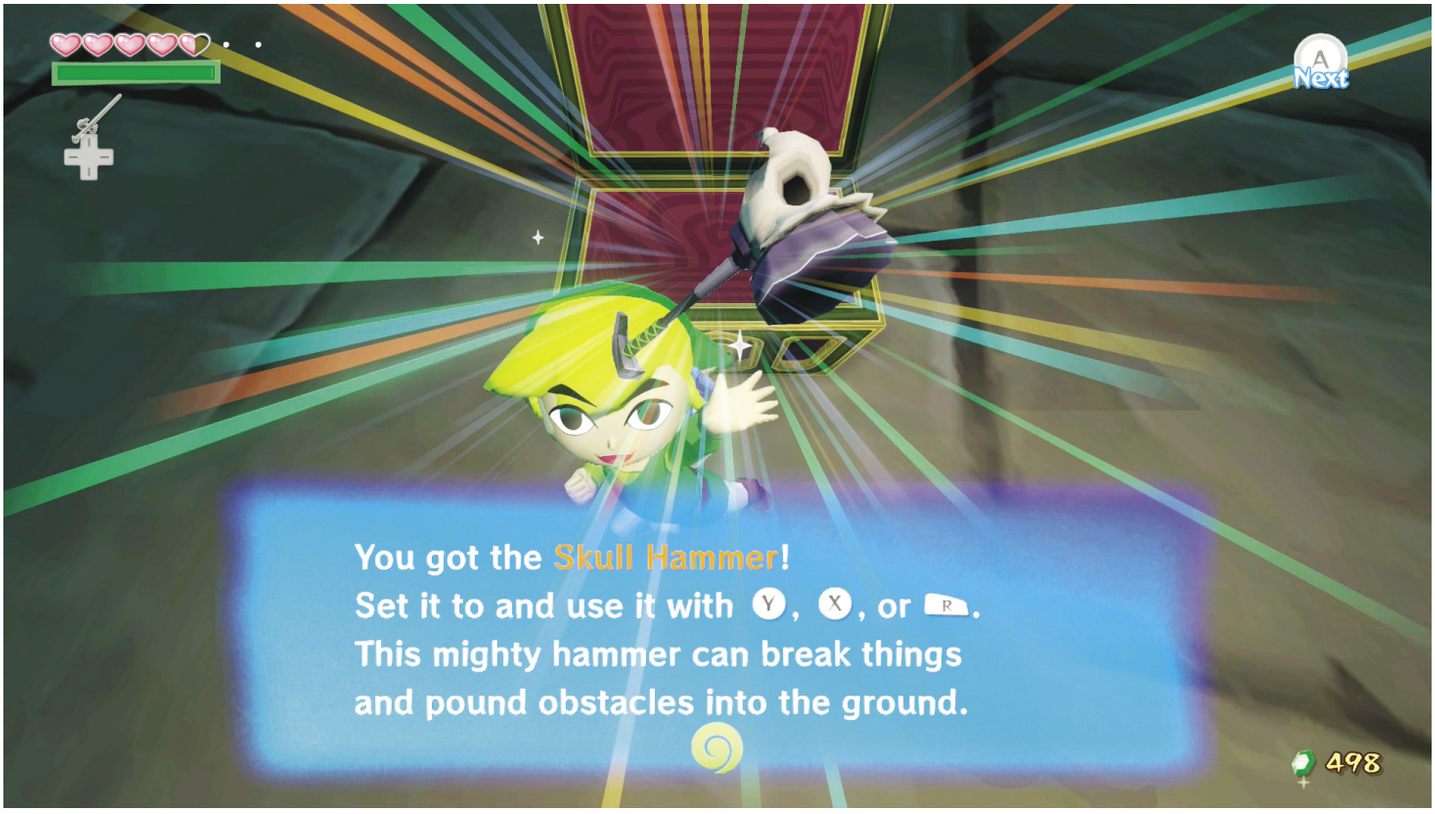
Boss: Phantom Ganon

Phantom Ganon spends most of his time floating in the air and throwing blue orbs at you. To defeat him, hit the blue orb back at him. This will start a rally where you'll have to hit the blue orb back at Phantom Ganon as he hits it back at you. After rallying for a bit, the orb will eventually hit Phantom Ganon, which will lower him to the ground, giving you the opportunity to strike with your Master Sword.

Phantom Ganon will also occasionally teleport right next to you to do some direct damage. Either parry attack or roll away and then return to strike Phantom Ganon with your sword.

Phantom Ganon doesn't take too many hits to defeat, so use your attack opportunities wisely and you'll have that Ganon imposter dealt with in no time.

2. Disabling the Searchlights

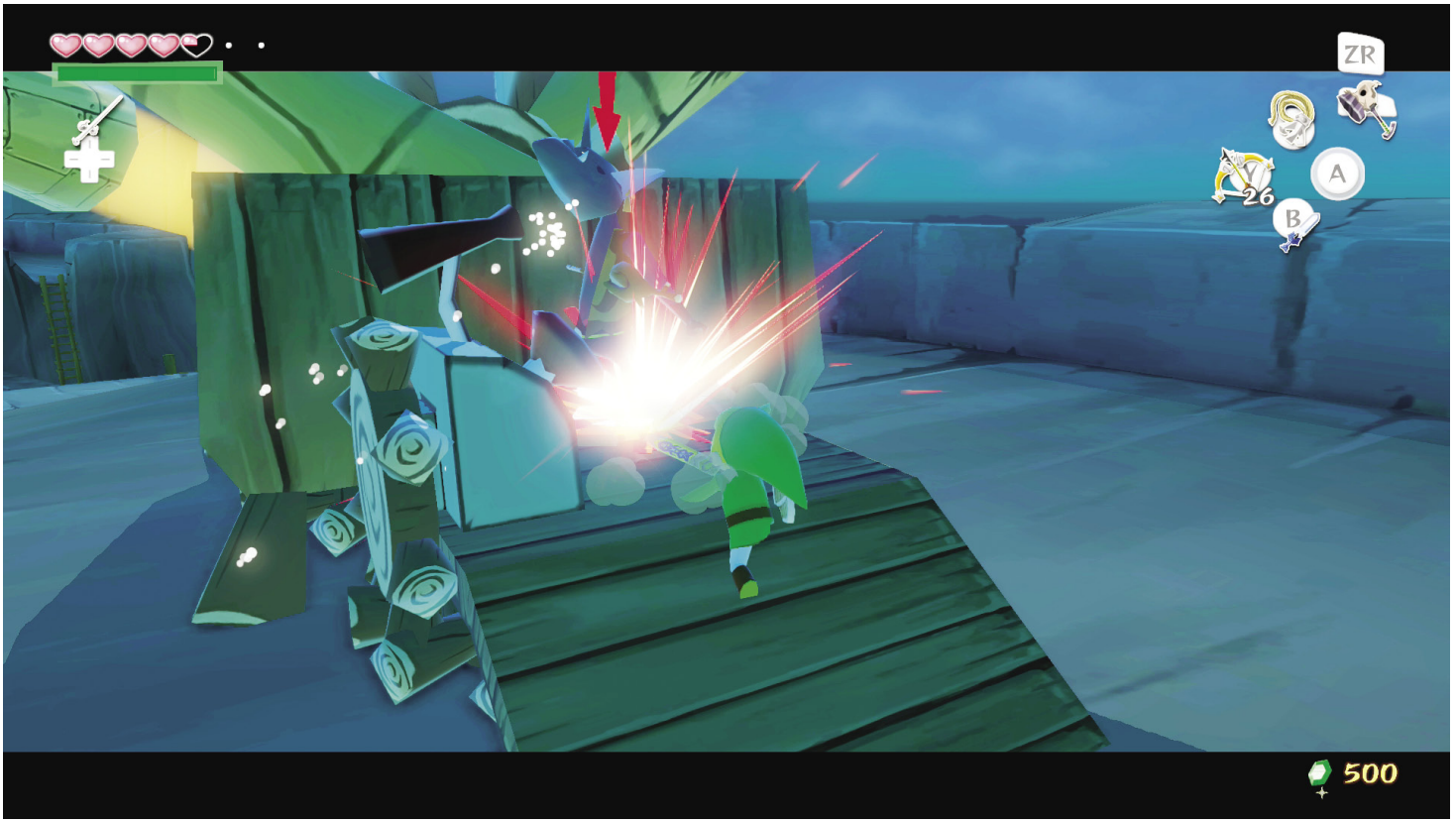


After defeating Phantom Ganon, a chest in the center of the courtyard will appear. Open it to obtain the Skull Hammer, an item you can use for pounding pegs, and enemies, flat like pancakes.

Head to the stairs leading to the second floor, and use the Skull Hammer to pound the pegs blocking your path into the ground.

84	Skull Hammer

Second Floor



Before you can head to the tower where Aryll is being held, you must first disable all of the searchlights in the same manner as your first trip here. They are all in the same location, so you won't have any trouble finding them, but in case you need a refresher, we'll give you a quick rundown of where all of the searchlights are.

At the top of the stairs you used to access the second floor, turn right and head past the archways on your left. Take the ramp and climb the ladder at its top to reach the first searchlight. Defeat the Bokoblin controlling the searchlight to disable it.

Head back down the ladder and the ramp, and turn right into the archway. Take the hall on your right. Go through the door ahead, then head to the door on the room's opposite side. Take a left through the first opening, climb the ladder, and defeat the Bokoblin to disable the second set of searchlights.

Head back down the ladder and through the door you used to enter the area. Take the door at the room's opposite end and then head to the door at the end of the hall.

Defeat the Shield Bokoblin, then use your Deku Leaf to glide to the platform on the room's opposite end. Use your Skull Hammer to pound the pegs down, then head through the door.

Take the first opening on your left and continue up the ramp. At the top is a ladder leading to the third and final set of searchlights. Shut them down in the same manner, then climb back down the ladder and take the left side of the hall to the door at the hall's end.

3. A Bit of Revenge

Use your Deku Leaf to glide to the room's other side and head through the door. Go straight down the path and take the door. Do it quickly or the Moblin statue above the door will begin firing lasers in much the same way as a Beamos.

Now's your chance to get revenge on the Moblins that forced you to hide in a barrel the last time you were here. The same two Moblins that were here on your last visit are patrolling the end of the room. Show them your new friend, the Master Sword. Or if you're the peaceful type, just take the double doors at the top of the stairs on the room's other side.

4. To Aryll!

Head up the stairs and turn around at the top. Go straight and take the first left, just past the window on the building to your left. This area is swarming with Miniblins, so don't spend too much time in one place unless you want to get mobbed.

Travel up the ramp and hammer the pegs down with the Skull Hammer. Up ahead is the first of the two gaps leading to the tower. Sidle along the wall to the other side, avoiding the Miniblins that plague the area. Head up the path until you reach the second gap, then sidle along it too.

Continue up the path to the same wooden doors you entered through on your last trip here. Hit the peg in the center of the floor to unlock the wooden doors. Save your game and then head on through.

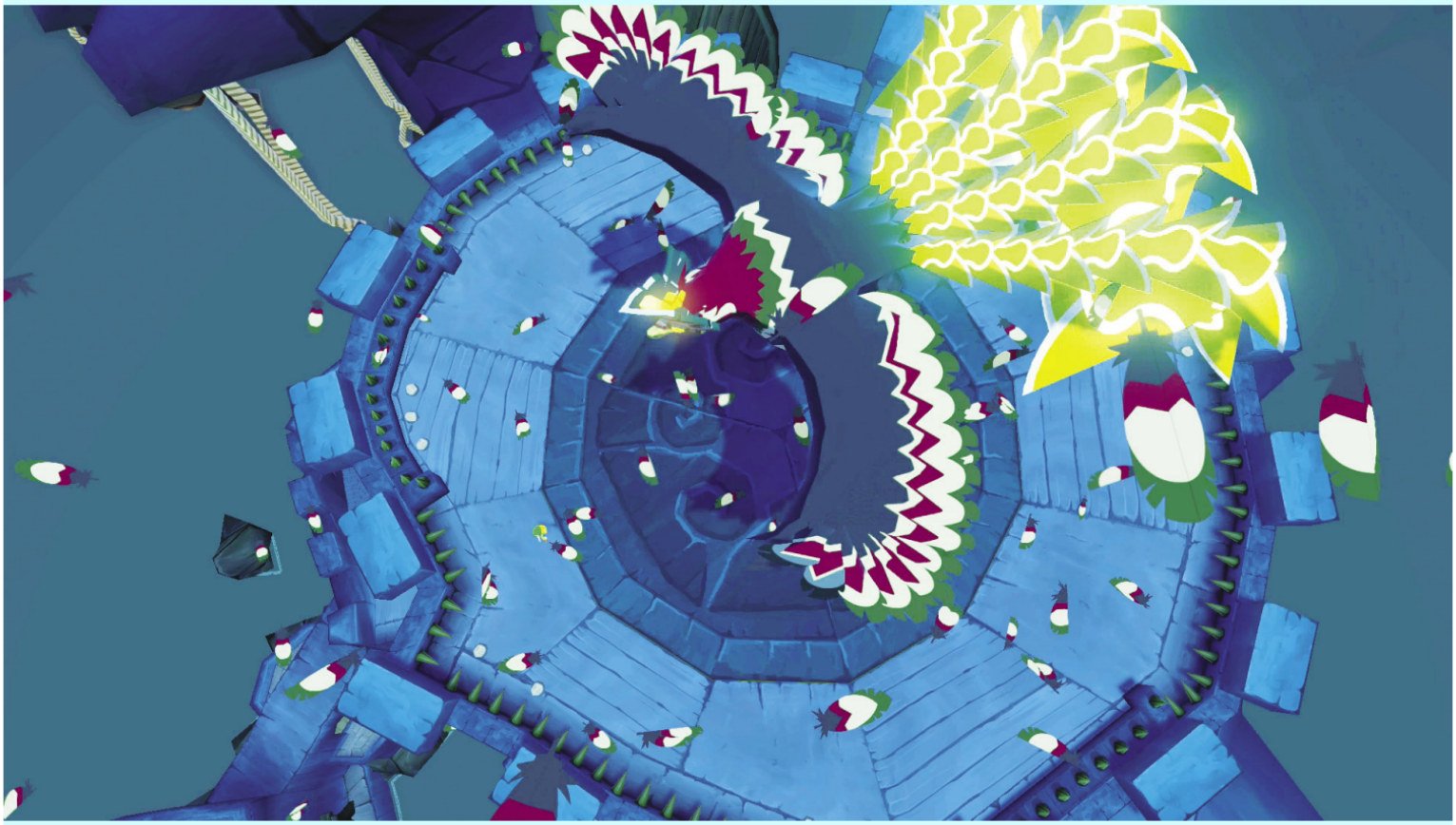
Whew! Aryll and the others are still safe. And, as luck would have it, Tetra and her crew are here too! They offer to escort the girls back to their homes, all in the spirit of charity! Or profit...Tetra IS a pirate, after all. Unfortunately, Link can't join Aryll on her journey home; he's got a bird to catch.

The aggravating avian, the monstrous mallard, the ruinous raptor that kidnapped Aryll and started all of this flies to the bottom of the tower, thinking he'll get the better of Link, much as he did the last time Link challenged him. Let's give him several reasons why he should never underestimate Link.

Boss: Helmaroc King

This fight comes in two parts. The first has you racing the rising water level to the top of the tower. You'll have to run up the path leading counterclockwise around the tower while the bird, whose name is the Helmaroc King, breaks the floor out from beneath you. Do not stop for anything! Just keep running and rolling up the path as quickly as you can, ignoring any of the Bokoblins or pots you encounter along the way. If you do fall off the path, use your Grappling Hook to grab one of the posts that line the wall and swing back onto stable ground.

At the top of the tower, the Helmaroc King blocks your progress. Pull out your Skull Hammer and smack him in the face to get him out of your way.



The Helmaroc King falls into the water below, seemingly defeated. Unfortunately, this is a two-part fight. As the hole in the top of the tower closes, the Helmaroc King rockets through it just in time to challenge Link to round three. Now the real fight begins.

The Helmaroc King spends most of his time flying around the tower, only flying in to attack. He will swoop in with his claws and begin raking the floor in an attempt to hit you. This is his fastest move, so be on your toes and roll to the left or right of the bird king's claws.

His other two attacks require him to land on the tower to attack you more directly. The first of those attacks has the Helmaroc King flapping his wings to blow Link into the spikes lining the tower's walls. When this happens, roll toward the Helmaroc King as quickly as you can until he stops.

The second of the tower-based attacks is also your chance to damage the Helmaroc King. He will wobble-walk toward you and slam his beak into the floor in an attempt to smash you. If you dodge out of the way, the Helmaroc King will get his beak stuck in the floor, giving you the perfect chance to smack him in the face with your Skull Hammer.

Hit him in the face four times to break his mask. The fight will continue in the same manner after his mask is removed. Now, hit his head six more times with the Skull Hammer and this egregious eagle will be done terrorizing the skies once and for all. Collect the Heart Container he leaves behind as a reminder of your conquest.

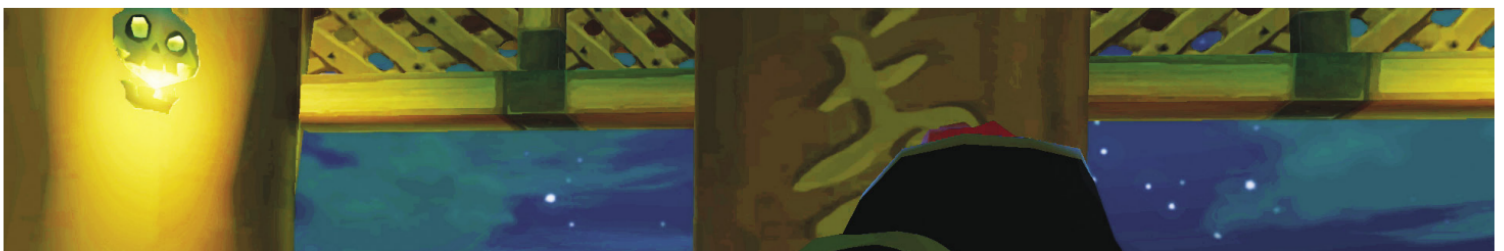
Nintendo Gallery Notice

This is it: your one and only chance to get a picture of the Helmaroc King! Snap a pictograph before the boss battle ends, or you'll miss your chance to unlock the Helmaroc King's figurine.

5. To Ganon!

The Helmaroc King may have kidnapped Aryll and the others, but he did so on orders from Ganon. The Helmaroc King is no more, but the mastermind behind all of the attacks on the Great Sea is still in need of a proper reintroduction to the Master Sword.

Head up the ramp that was blocked off by the floor spikes during the fight with the Helmaroc King and take the door at the ramp's top.



Ganon stands on the far side of the hut at the top of the Forsaken Fortress, smirking menacingly. He introduces himself by his real name: Ganondorf. He informs Link that the Master Sword was used not only for defeating evil, but also to seal it. When Link drew the sword from the pedestal, he released the seal that was holding Ganon's magical powers at bay.

After hearing this news, Link rushes toward Ganondorf in a fury, attempting to put an end to the master of evil, but his attack hits nothing but air. Ganondorf brandishes a sword in front of Link's face. Before he can harm the pint-sized protagonist, Tetra swoops in to assist Link.

Despite their best efforts, Link and Tetra cannot best the master of evil. Ganondorf grabs Tetra by the throat, but before he can act out his evil plan, a symbol of the three golden triangles lights up on the back of his hand. Then the most peculiar thing happens: Ganondorf calls Tetra “Princess Zelda.”

Wasn’t Princess Zelda part of the legend too? The story of the Hero of Time who used...what was it...the tri...something. Oh yeah! The Triforce of Courage! And Zelda used her Triforce of Wisdom to stop Ganon’s Triforce of Power. That’s what those triangles must be! The Triforce!

But why would Ganondorf call Tetra “Zelda”? We should probably worry about that later.

Just before Ganon can act out his nefarious plans, Prince Komali and Quill swoop in and grab Link and Tetra out of Ganondorf’s possession. After that, Valoo, the spirit of the skies, flies up to Ganondorf’s level and blasts him with fire.

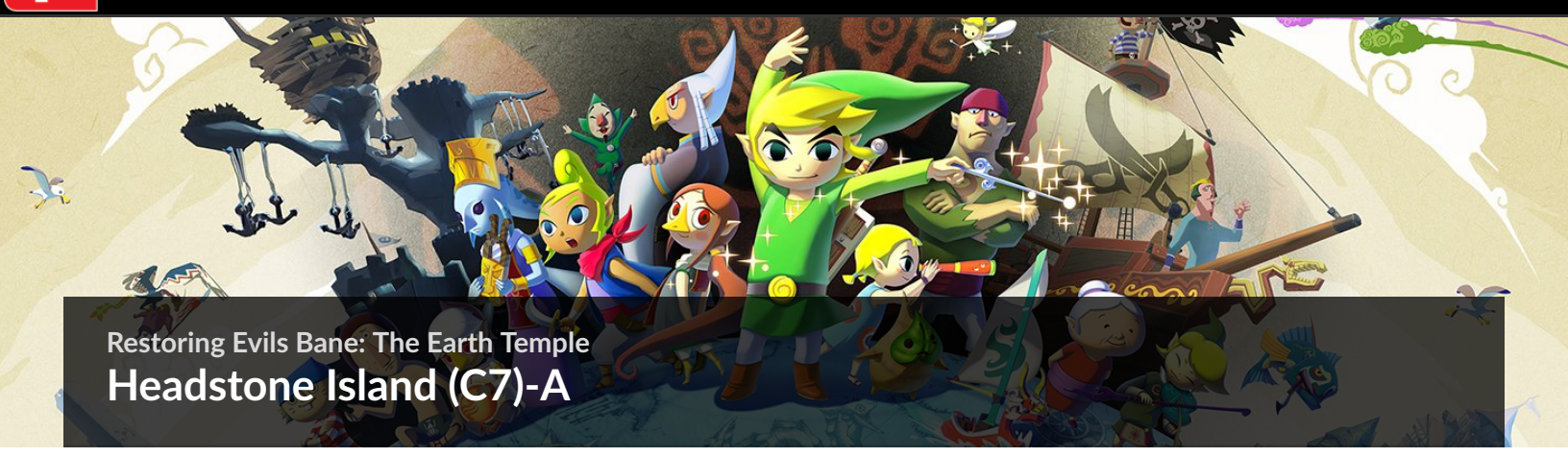
Outside of the tower, Red insists that Tetra and Link head back to the underwater castle.

Red will take you to the castle automatically. Once there, someone calls to Link and Tetra through the Pirate's Charm. Tetra wants answers, as she is supposed to be the only one capable of using the charm and the King of Red Lions is currently with you.

Head back into the room underneath the statue for the answers. We'll let you discover the truth alone.

Nintendo Gallery Notice

The moment you gain control of Link, whip out your Deluxe Picto Box and take Tetra's picture. Do this before you delve too deep into Hyrule Castle, or you'll miss your chance to unlock Tetra's figurine!



Restoring Evils Bane: The Earth Temple

Headstone Island (C7)-A

It's time to visit Headstone Island (C7), which Red marked on your Sea Chart. Warp to Outset Island (B7) and head east to shorten your trip.

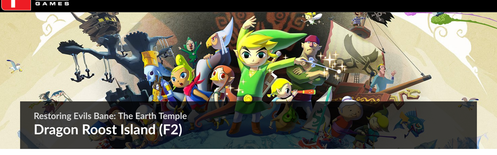
Now you'll see why you needed the Power Bracelets: Headstone Island gets its name from the giant stone head that blocks the entrance to a cavern. Lift it out of the way and enter the cavern.

At the end of the cavern, a giant stone tablet blocks the entrance to the Earth Temple. Along the bottom of the tablet are six Wind Waker notes. Use the Wind Waker to learn your first 6/4 tempo song, the "Earth God's Lyric" (hold L for 6/4 tempo and play ↑R, ↑R, R, ←R, →R, R).

The ghostly image of a Zora appears before Link. This is Laruto, the former sage of the Earth Temple. Ganon attacked her temple and stole her soul to weaken the Master Sword. Link needs to find another earth sage and bring them to the Earth Temple, clearing the temple of monsters as he does. Link will know the sage by the harp they carry, and playing the "Earth God's Lyric" will show them their new duty. Only the new sage can remove the stone tablet that blocks the Earth Temple entrance.

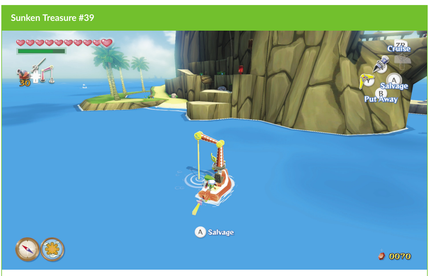
Sunken Treasure #40

If you grabbed Treasure Chart #40 from the Sea Platforms in Southern Fairy Island (D6), you can open it here to find the location of a Silver Rupee.



Dragon Roost Island (F2)

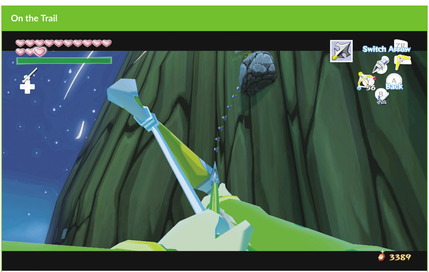
Sunken Treasure #39



If you grabbed Treasure Chart #39 from the Dragon Roost Cavern, you can open it here to find the location of a Silver Rupee.

We're looking for someone who plays a harp. Do you remember the first time we met Medli? She was playing a harp identical to the one Laruto held. Let's warp to Dragon Roost Island (F2) to see if we can find her.

On the Trail



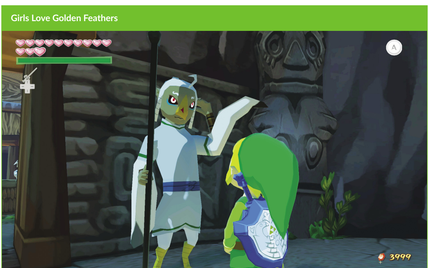
If you take a left up the slope, instead of climbing up to the Rito Aerie on the right, you can look up at the cliff side to see a line of Bomb Flowers leading up to a lone boulder.

If you shoot one of the Bomb Flowers with an arrow, the Bomb Fruit will explode, blowing up the boulder in the process. On top of the boulder is a treasure chest that will fall to the bottom of the cliff. Open the chest to obtain a Silver Rupee.

To find Medli, follow the path leading from the postbox to enter the Rito Aerie as you did when last we came here. Run up the path to the second floor and take the second left to reach a door leading to the outer levels of the Rito Aerie.

Outside, take a right and use your Grappling Hook on the post above the gap ahead. Swing to the other side, climb up the ladder, and turn left, heading toward the ledge to find Medli playing her harp.

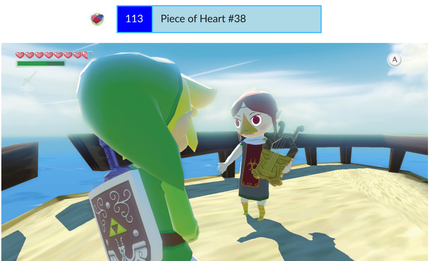
Girls Love Golden Feathers



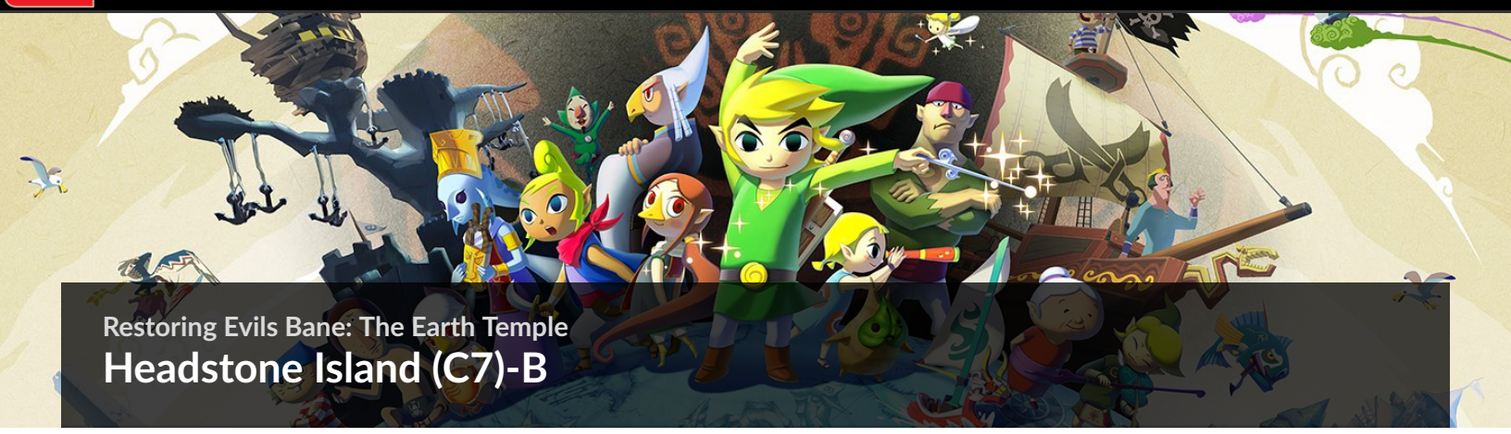
If you've been diligently collecting Golden Feathers, you can bring them to Hoskit, one of the Rito guards on the Aerie's second floor. Hand over 20 of them and Hoskit will give you an Orange Rupee.

Later, Hoskit's girlfriend will send you a letter containing Piece of Heart #38 to thank you for collecting all of the feathers for Hoskit.

113 Piece of Heart #38



Medli is pleased to see Link safe and sound and tells him that Komali is shaping up to be a fine young man—which we witnessed when he saved Link and Medli from Ganondorf. Conduct the "Earth God's Lyric" in front of her and Medli will fall into a trance. When she awakens, she knows that she must become the new Earth sage and asks Link to quietly take her to the Earth Temple on Headstone Island (C7); she doesn't want Komali to remember her for anything other than being his simple assistant.

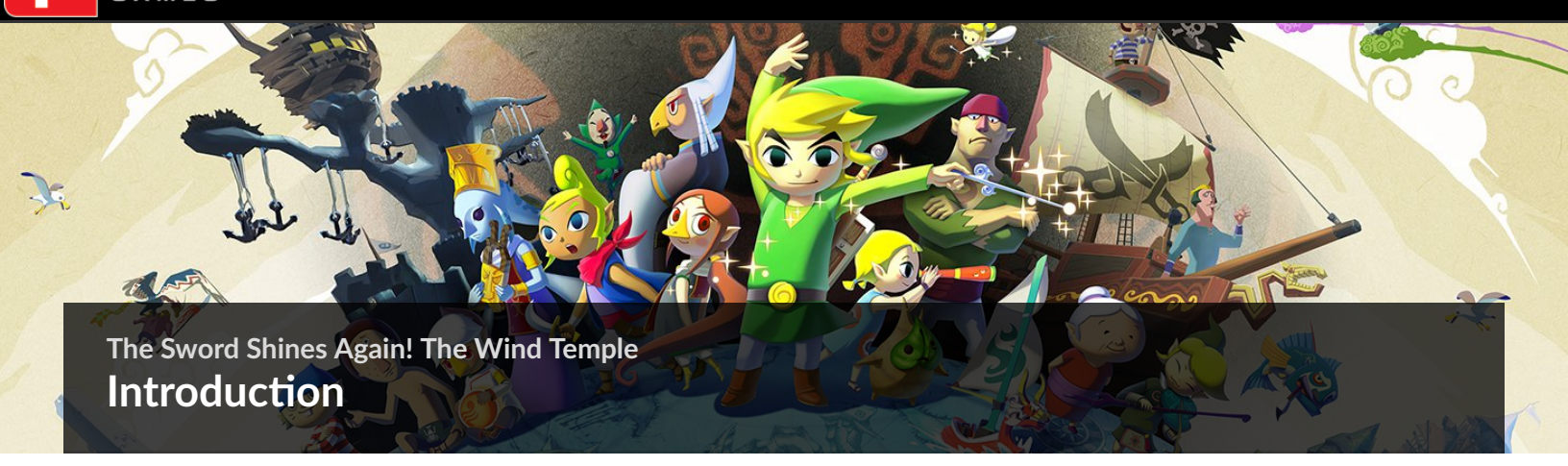


Restoring Evils Bane: The Earth Temple

Headstone Island (C7)-B

Return to Headstone Island (C7). Before entering the island's cave, Red will tell Medli to do everything Link instructs. The Earth Temple is full of all sorts of unnamed dangers. The only way Link and Medli can get through it is by working together.

Afterward, head back to the stone monument in the cave and conduct the "Earth God's Lyric" in front of the stone tablet. Medli plays along, and the tablet shatters, revealing the entrance to the Earth Temple.



The Sword Shines Again! The Wind Temple

Introduction

Ganondorf stole the Earth sage's soul, which is making us fear the worst for the Wind sage. Unfortunately, we can't just head to the Wind Temple on Gale Isle; there's a pretty ferocious gale blowing on the island's beach that will send anyone who is unprepared tumbling across the ground. Luckily, we have an idea for how to combat this strange problem, but it's a little unorthodox, so have a bit of faith in us. We need to travel to Ice Ring Isle (E6) to get the item we have in mind...

Conquering the Great Sea

Two-Eye Reef (D7)

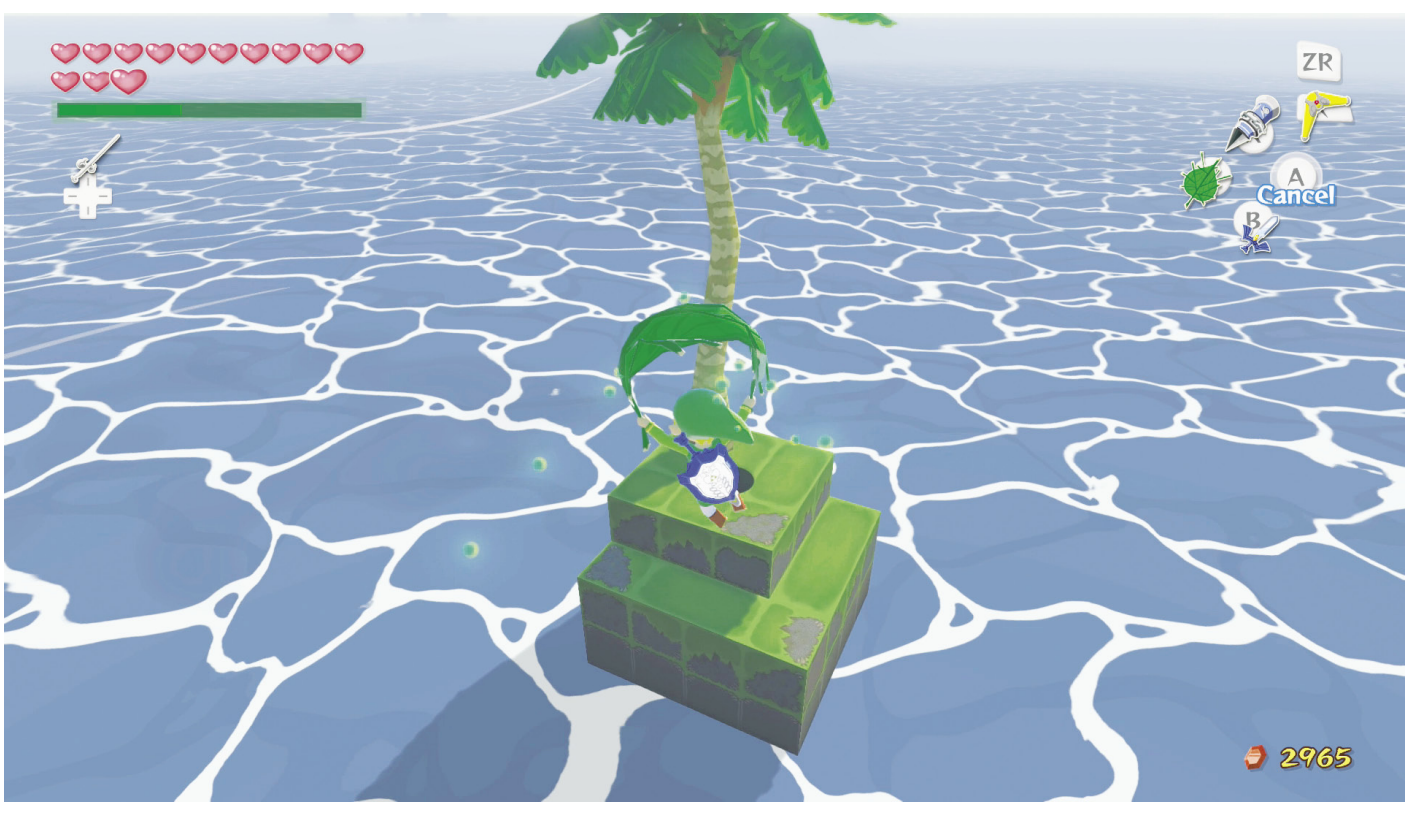
Siege the Two-Eye Fort!

Destroy all of the Warships and wall-mounted cannons, and a treasure chest containing Treasure Chart #13 will appear on the reef's southwestern "eye." Climb up the slope at the reef's entrance and head to the reef's highest point. Set the wind blowing toward the treasure chest and use your Deku Leaf to reach it.

117 Treasure Chart #13

Angular Isles (E7)

Stack 'Em Up!

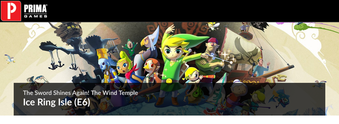


Head to the highest point of the larger isle, then face the smaller isle below. Set the wind blowing toward it, and glide to it using the Deku Leaf. Hop into the Secret Cave on the smaller isle to find a tower of blocks that will yield a Silver Rupee to anyone who can climb to the top of it.

Start by moving the lone block on the left side of the stack and pushing it to the other side. Climb onto the block you just moved, then give the next block a single pull.

Drop back down to the first block and give it a single pull. Hop back onto the first block and pull the second block one more time to make all the blocks on top of it drop down a tier.

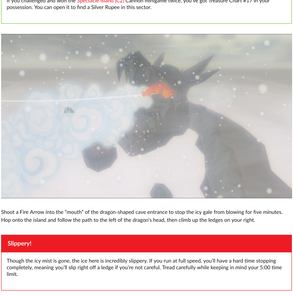
Climb onto the next block ahead, then pull the block in front of you one time. Climb onto that block and the next one above it. Pull out the block in front of you, then climb it to the tower's top. Reflect the light up there toward the translucent treasure chest inside the gargoyle mouth on the room's north side. Glide toward the chest using your Deku Leaf and claim the Silver Rupee.



Ice Ring Isle (E6)

Ice Ring Isle (E6) is a small island that is completely engulfed in a freezing mist, making it inaccessible to anyone without the proper tools. Lucky for us, the Queen of Fairies gave us the ability to shoot Fire Arrows from the Hero's Bow.

Sunken Treasure #17



If you challenged and won the Spectacle Island (C2) Cannon minigame twice, you've got Treasure Chart #17 in your possession. You can open it to find a Silver Rupee in this sector.

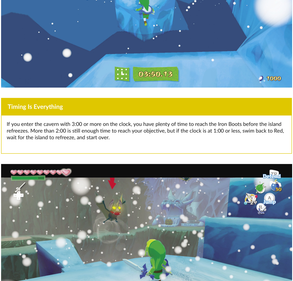
Shoot a Fire Arrow into the "mouth" of the dragon-shaped cave entrance to stop the icy gale from blowing for five minutes. Hop onto the island and follow the path to the left of the dragon's head, then climb up the ledges on your right.

Slippery!

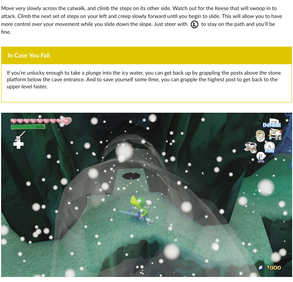
Though the icy mist is gone, the ice here is incredibly slippery. If you run at full speed, you'll have a hard time stopping completely, meaning you'll slip right off a ledge if you're not careful. Tread carefully while keeping in mind your 5:00 time limit.

A Slippery Slope

While following the path to the left of the dragon's head, and if you have time, grab Treasure Chart #36 from inside the chest encased in ice. Pull out your bow and shoot a Fire Arrow at the chest's icy prison to unfreeze it and get access to that delightful Treasure Chart.

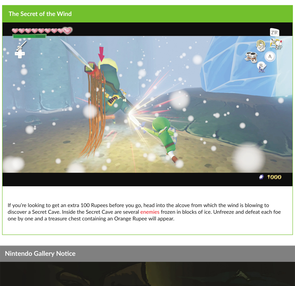


118 Treasure Chart #36



Be careful while climbing the short ledges: They are angled just enough to send you sliding, which could result in you falling off to the path below.

Follow the icy, narrow path until it dead-ends, then hop across the platforms in the water to your left. Head into the mouth of the dragon and take the narrow catwalk on your right.



Timing Is Everything

If you enter the cavern with 3:00 or more on the clock, you have plenty of time to reach the Iron Boots before the island refreezes. More than 2:00 is still enough time to reach your objective, but if the clock is at 1:00 or less, swim back to Red, wait for the island to refreeze, and start over.

Move very slowly across the catwalk, and climb the steps on its other side. Watch out for the Keese that will swoop in to attack. Climb the next set of steps on your left and creep slowly forward until you begin to slide. This will allow you to have more control over your movement while you slide down the slope. Just steer with L to stay on the path and you'll be fine.

In Case You Fall

If you're unlucky enough to take a plunge into the icy water, you can get back up by grappling the posts above the stone platform below the cave entrance. And to save yourself some time, you can grapple the highest post to get back to the upper level faster.

At the end of the slope is a treasure chest containing the Iron Boots, the item that will help us deal with that horrible gale on Gale Isle. As soon as you claim the boots, the timer will stop. With the Iron Boots equipped, walk past the vortex that is blowing out of the wall; you'll have no issue getting back to the entrance and out of the cave.

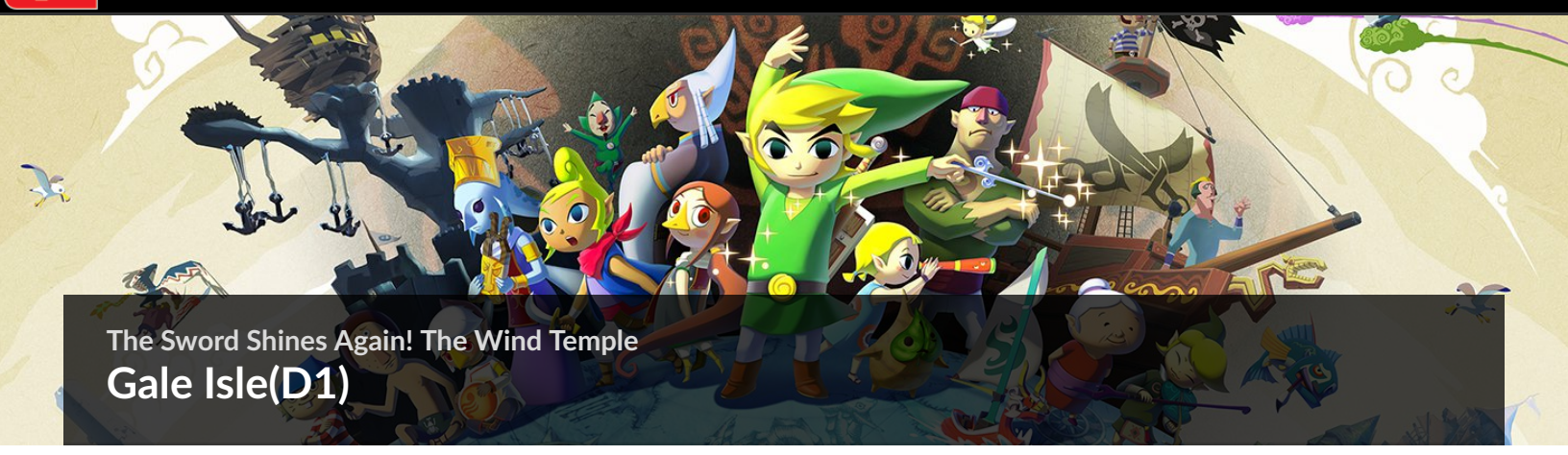
119 iron boots

The Secret of the Wind

If you're looking to get an extra 100 Rupees before you go, head into the alcove from which the wind is blowing to discover a Secret Cave. Inside the Secret Cave are several enemies frozen in blocks of ice. Unfreeze and defeat each foe one by one and a treasure chest containing an Orange Rupee will appear.

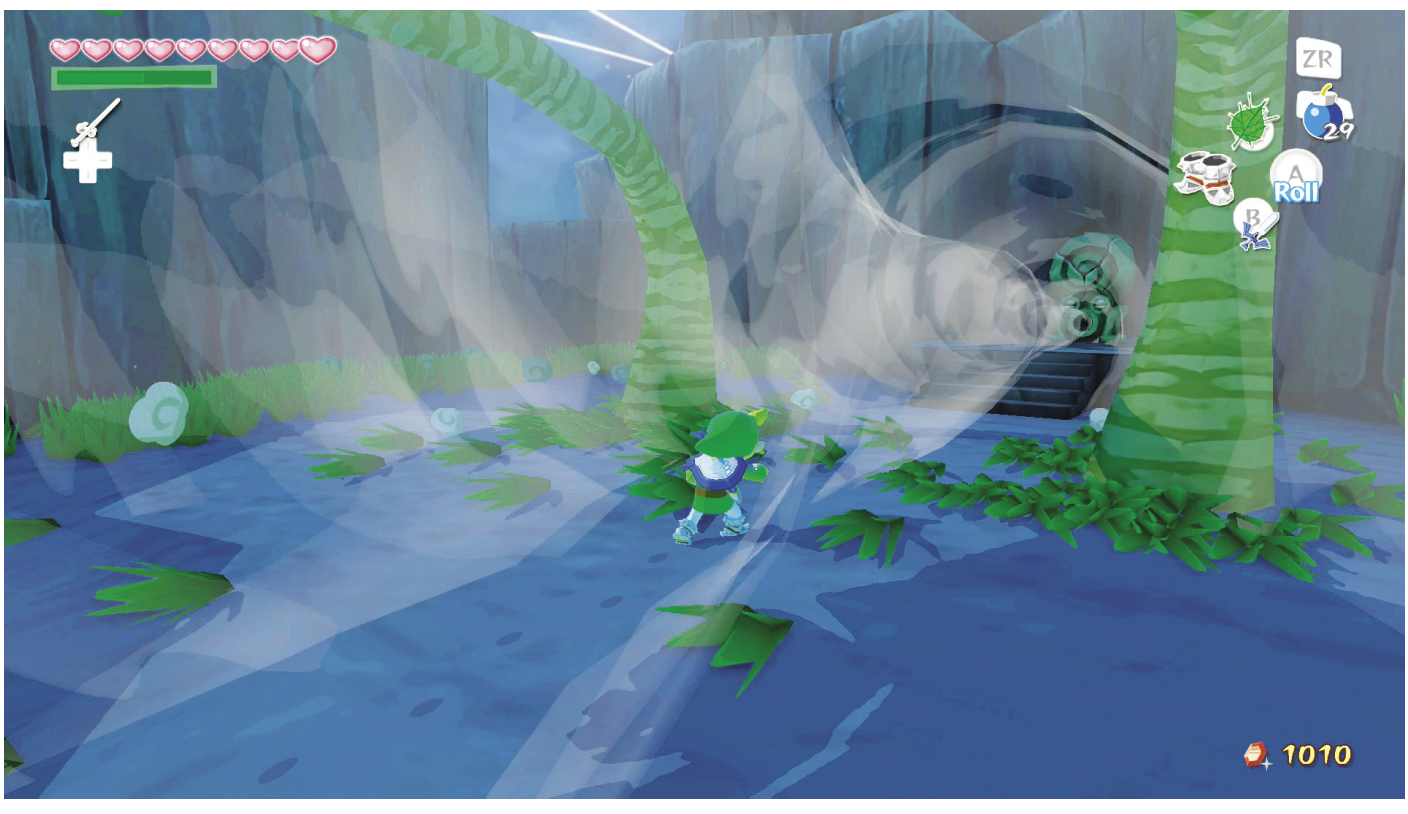
Nintendo Gallery Notice

A rare shield-toting Darknut lurks within the secret cave beyond the wind. Use the Iron Boots to walk into the wind and drop through the hole to enter the secret cave. Loose a Fire Arrow to thaw out the Darknut, then take a pictograph of this rare enemy while you have the chance!



The Sword Shines Again! The Wind Temple

Gale Isle(D1)



With the Iron Boots now in your possession, you can handle the trademark gales of Gale Isle. Use the “Ballad of Gales” to warp to Windfall Island (D2), then head north to Gale Isle (D1). Once there, steer the King of Red Lions up to its shores, equip your Iron Boots, and walk to the Octorok statue that is creating all the commotion. Stand to the side of the statue and whack it with your Skull Hammer to decommission it.

Head inside to find a stone monument with music notes on it, just like the one you found on Headstone Island. Conduct the song “Wind God’s Aria” (Hold L for 6/4 tempo, ↑R, ↑R, ●R, →R, ←R, →R) and our deepest fears will be confirmed: Fado, the Wind Temple’s sage, was attacked by Ganondorf as well.

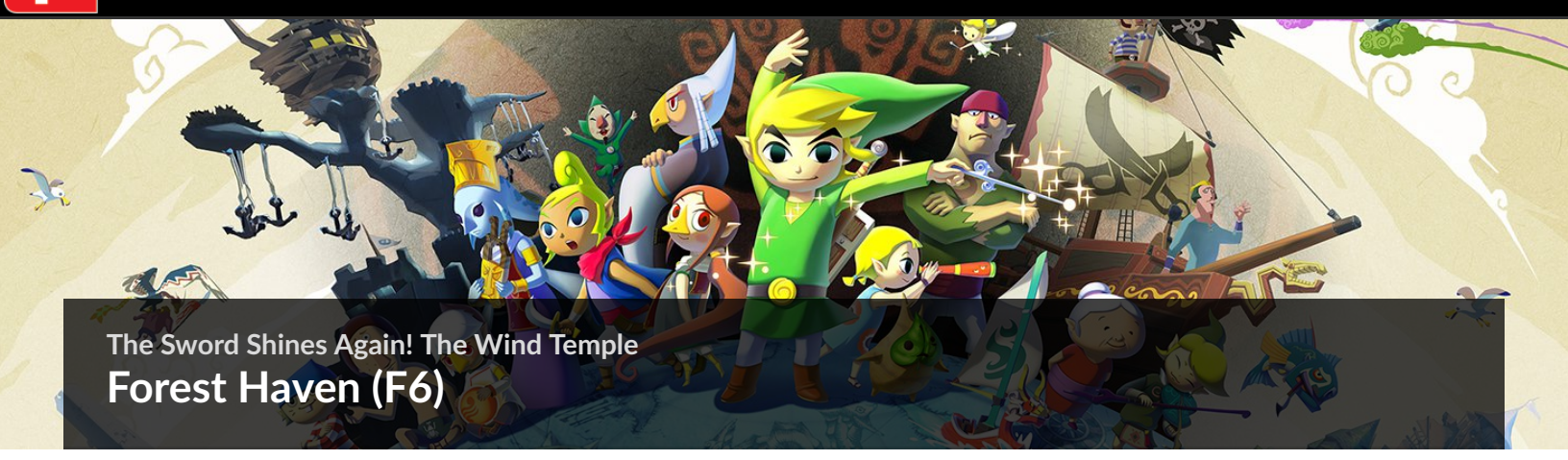
The Wind Temple is in desperate need of a new sage, and Fado’s soul will be stuck in the temple until someone comes to replace him. Fado doesn’t leave us without a clue, however. He tells Link that the next sage in line is someone who plays a violin similar to his and someone who responds to the “Wind God’s Aria.”

You know, we did encounter someone during our travels who played a violin. Let’s go take a look at Forest Haven; we’ve got nothing to lose if we’re wrong, right?

Hop back onto Red and play the “Ballad of Gales,” then select the Forest Haven (F6) as your warp destination.

Sunken Treasure #42

If you played and won the “Piggy-Sitting” minigame on Windfall Island, you earned yourself Treasure Chart #42. Open it in this sector to find the location of an Orange Rupee. A pretty good tip for a two-minute minigame, huh?



The Sword Shines Again! The Wind Temple

Forest Haven (F6)

Climb up the steps leading to the Forest Haven. Wait...is that music coming from that waterfall over there? Let's investigate.

At the top of the steps, take a left toward the waterfalls and use your Grappling Hook to swing from the post above you. Get a good swing, then jump into the waterfall.

We weren't crazy! Makar is practicing his music in the center of the room. And look! He's using a violin just like Fado's!

Head down to Makar and conduct the "Wind God's Aria" (hold L for 6/4 tempo, R, R, R, R, R, R) for him. He'll fall into a trance, just as Medli did when you played the "Earth God's Lyric." When Makar finally comes to, he seems like a completely different, more purposed Korok.

It won't take any convincing for Makar to join you on a trip back to Gale Isle—he's practically insisting! With Makar on the King of Red Lions with you, conduct the "Ballad of Gales" and warp back to Windfall Island (D2), then head north to Gale Isle (D1).

Rebuilding the Triforce of Courage

A Brief Explanation

The Master Sword shimmers again, but we still don't have everything we need to stop Ganondorf. Red said that we need to reassemble the Triforce of Courage if we want to get back to Hyrule Castle, so that's what we're going to do!

If you've been following the "Conquering the Great Sea" side quests, then you should already have all three of the Triforce Charts translated and Triforce Shard #1 in your possession. If that's the case, skip down to the Triforce Shard #2's instructions and work from there. For the rest of you, read on.

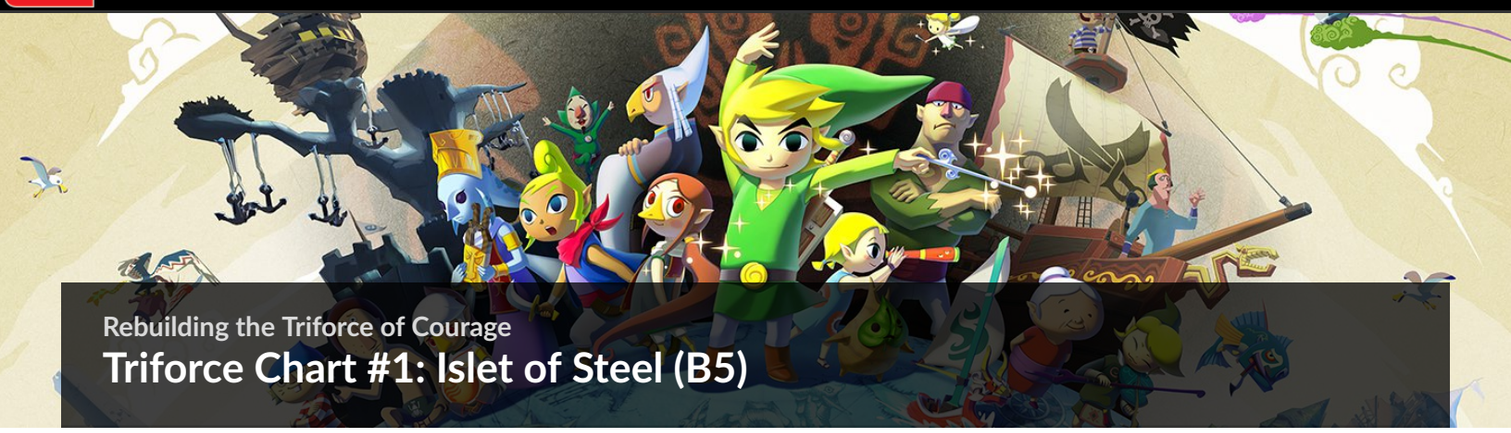
To complete the Triforce, you'll need Tingle's IN-Credible Chart, which can be found in any mailbox if you haven't collected it yet. You'll also need 1,194 Rupees to translate the Charts with Tingle and 21 Joy Pendants to give to Mrs. Marie on Windfall Island in order to get Triforce Shard #1.

If you are short on Rupees or Joy Pendants, you can skip ahead to the Triforce Shard #2 section and grab the necessary Rupees and Joy Pendants from the Savage Labyrinth.

It is also highly recommended that you visit the Great Fairies on Northern Fairy Island (C1) and in the Forest of Fairies on Outset Island (B7) before attempting to gather funds from the Savage Labyrinth.

One last note: The locations of the Triforce Shards as they appear on the Triforce Charts change with every play-through, so you'll have to pay close attention to the image displayed on each Chart to find each Shard's location.

Now, then, let's begin!

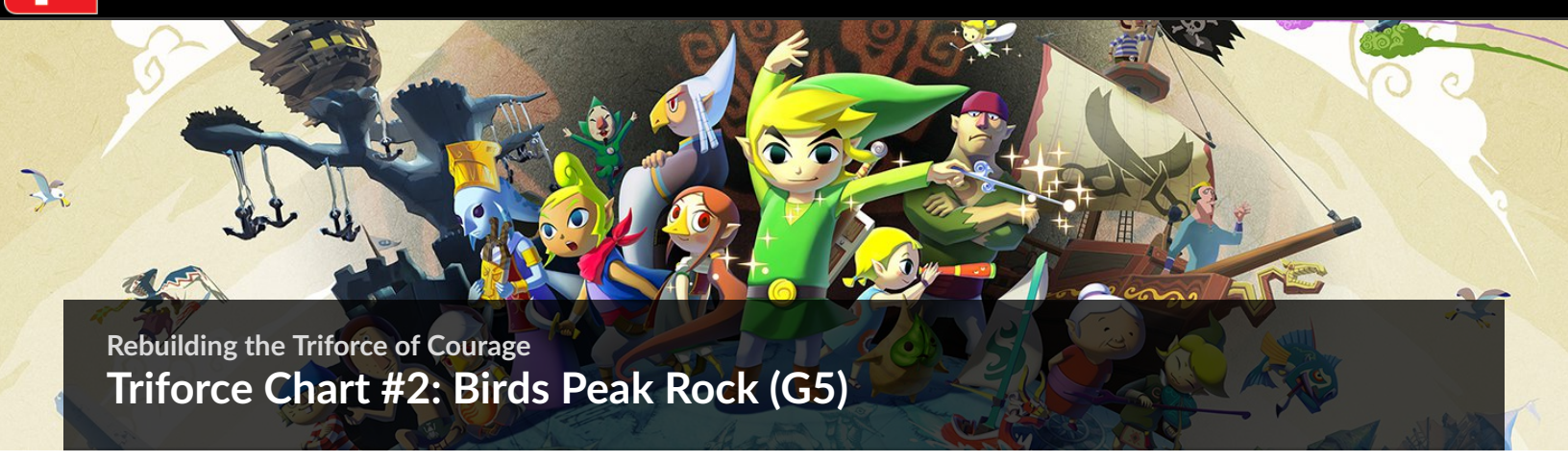


Rebuilding the Triforce of Courage

Triforce Chart #1: Islet of Steel (B5)

If you head to the Islet of Steel and destroy the Warship that is blocking the entrance, then head inside. You'll find a Wind Crest on the ground in front of a Triforce Crest. Play the "Wind's Requiem" on the Wind Crest and a chest containing Triforce Chart #1 will appear on the Triforce Crest.

123 Triforce Chart #1



Rebuilding the Triforce of Courage

Triforce Chart #2: Birds Peak Rock (G5)

Make sure you have a couple of Hyoi Pears before going for this Triforce Chart—if you're out, you can buy some from Beedle in front of Forest Haven (F6).

Sail to Bird's Peak Rock (G5), where you find a cavern sealed by a metal gate. Use your Grappling Hook to reach the top of the short island, and defeat a Blue ChuChu here.

Atop each of the nearby rock spires are Kargorocs sitting in nests that contain crystal switches. Aim your Hero's Bow to take out each Kargoroc. Scan the peaks with your Telescope to be sure you got them all.

Work Smart, Not Hard

You don't have to take out every Kargoroc, but the next part is easier if you do.

Now, use a Hyoi Pear to take control of a seagull. Fly the seagull around to each of the five peaks of the island and hit the crystal switches.

After you trigger all five crystal switches, the metal gate sealing the Secret Cave below you opens. Enter it and drop down the hole to find an altar with the Wind Crest. Stand on it and conduct the "Wind's Requiem." A chest containing Triforce Chart #2 appears.

124	Triforce Chart #2

Rebuilding the Triforce of Courage

Triforce Chart #3: Needle Rock Island (A5)

To the left of Needle Rock Isle are three cannon-mounted Warships that you can destroy with your Cannon. The ships will each leave behind a Ring of Light that holds an item for you to salvage with your Grappling Hook. The Warship to keep track of, however, is the golden one, which will drop Triforce Chart #3.

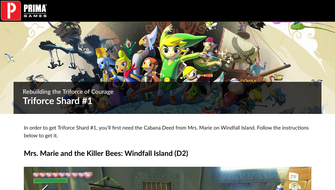
125	Triforce Chart #3

Rebuilding the Triforce of Courage

Translating the Charts

Head to Tingle Island (C3) and speak with Tingle at the top of the tower. Sensing the Charts in your inventory, Tingle will offer to translate them for you for 398 Rupees per chart.

Once translated, the Triforce Charts can be opened to reveal the locations of the three Triforce Shards. Track down the beam of light that is jetting out of the water in the area that the Triforce Chart reveals and pull up the Shard.



Rebuilding the Triforce of Courage

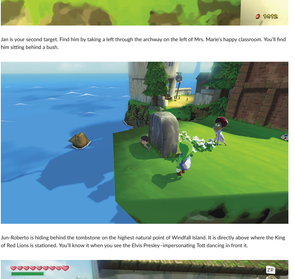
Triforce Shard #1

In order to get Triforce Shard #1, you'll first need the Cabana Deed from Mrs. Marie on Windfall Island. Follow the instructions below to get it.

Mrs. Marie and the Killer Bees: Windfall Island (D2)

At the center of town is a schoolhouse and a roving band of miscreants named the Killer Bees. Ignore the little runts for now and head into the schoolhouse to talk to the teacher, Mrs. Marie. Note: You'll have to talk to her twice before she'll tell you about her problem. Mrs. Marie is a glowing sunbeam of warmth and a vigilant defender of joy in all its forms. The problem is, she can't get those little punks outside her front door to come inside, so she can't share her joyous nature and break them free of their delinquent attitudes. She requests that Link go and have a word with them in hopes that they may have a change of heart if the request was made by someone near their age. Head back out of the schoolhouse and try to talk some sense into them.

It turns out that these pint-sized thugs are just as difficult to communicate with as Mrs. Marie said. They won't even talk to Link unless he can take them on the most intense round of hide-and-seek he has ever played. The four buzzing bullies take off into separate parts of Windfall Island—all outside and on the island. Follow my lead and we'll nab those troublemakers in no time flat.

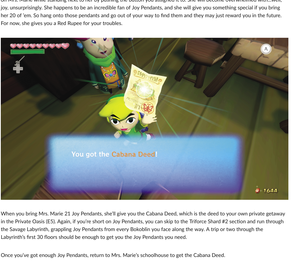


Ivan, leader of the Killer Bees and the first of the hiding hoodlums, is in the tree in front of the archway leading into town. Get a running start, press A, and roll into the base of the tree to shake him out of it. From there you need to catch him, so roll after him with A but avoid pressing A when near other townspeople, or else you'll be thrust into a conversation with them while Ivan gains some precious distance.

Jan is your second target. Find him by taking a left through the archway on the left of Mrs. Marie's happy classroom. You'll find him sitting behind a bush.

Jun-Roberto is hiding behind the tombstone on the highest natural point of Windfall Island. It is directly above where the King of Red Lions is stationed. You'll know it when you see the Elvis Presley–impersonating Tott dancing in front it.

Jin is hiding behind the bomb shop on the southwestern tip of the island. Walk up to the front of the shop and go around the left side. Sidle along the wall by standing next to it and holding A when you reach the tiny dirt ledge attached to the side of the building. Cross to the other side and you'll find Jin standing right behind the shop.



After locating all of the Killer Bees, the gang's leader will concede to your uncomparable hide-and-seeking spirit. As a show of his respect for you, Ivan will give you Piece of Heart #2. Afterward, Ivan requests that you apologize to Mrs. Marie on their behalf—they'd do it themselves, but they've got an image to maintain, ya know?

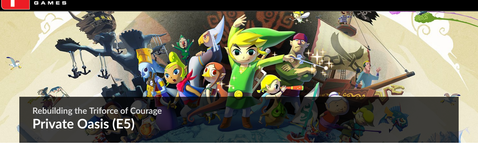
Head back into the schoolhouse and talk to Mrs. Marie. She'll reward your efforts with a Purple Rupee worth a whopping 50 Rupees. Afterward, leave the schoolhouse and talk to the Bees again. They'll have another request for you. The Killer Bees have turned over a new leaf and are looking to do something nice for Mrs. Marie's birthday, which just so happens to be today. Problem is, they're the toughest gang on the island and they still have an image to maintain, so they request that Link take care of the gift getting and giving for them. They mention that Mrs. Marie loves jewelry in all forms and that they thought they saw a particular piece that she'd just die to have in a tree somewhere on the island.

Head back to the bomb shop on the southwestern point of the island and roll into the tree on the building's right side. Turns out the Bees were right and a Joy Pendant was stuck up there. We quickly find out exactly why the Bees knew such strange information. They put the Joy Pendant up there, because they couldn't be seen fraternizing with a do-gooder like Link.

Head back to the schoolhouse and equip the Joy Pendant by selecting the Spoils Bag from the Equipment menu. Use the item on Mrs. Marie while standing next to her by pushing the button you assigned it to. She will become overwhelmed with...well, joy, unsurprisingly. She happens to be an incredible fan of Joy Pendants, and she will give you something special if you bring her 20 of 'em. So hang onto those pendants and go out of your way to find them and they may just reward you in the future. For now, she gives you a Red Rupee for your troubles.

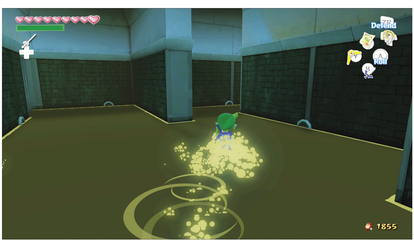
When you bring Mrs. Marie 21 Joy Pendants, she'll give you the Cabana Deed, which is the deed to your own private getaway in the Private Oasis (E5). Again, if you're short on Joy Pendants, you can skip to the Triforce Shard #2 section and run through the Savage Labyrinth, grappling Joy Pendants from every Bokoblin you face along the way. A trip or two through the Labyrinth's first 30 floors should be enough to get you the Joy Pendants you need.

Once you've got enough Joy Pendants, return to Mrs. Marie's schoolhouse to get the Cabana Deed.



Private Oasis (E5)

Head to the Private Oasis (E5) and approach the door of the Cabana. The snarky door butler will refuse you entry until you show him your Cabana Deed. Enter the Cabana and grapple onto the horizontal bar hanging from the ceiling. The fire in the fireplace will go out, revealing a secret passage beneath it. Enter the passage, then take the first right.



Follow the path until it forks. Take another right and drop down the ladder. Enter the hole on the same wall as the ladder, then follow these directions if you want to score some extra Rupees on your way:

Go R, ◀L, ◀L to reach a room full of pots that are full of Rupees. Turn around and crawl back in the hole you entered this room from, and go R, ◀L, 🕯 for a second room full of Rupee-filled pots. Now back out of the room and go ◀L, ◀L, R to reach a ladder leading out of the tunnel system.

Hammer down both pegs to open both of the gates, then head through the passage on your left and jump down the ladder.

A Quick Stop

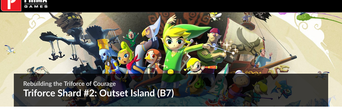
If you head through the hole to the ladder's left and follow the path to its end, you'll reach a treasure chest containing an Orange Rupee.

Head through the hole directly in front of the ladder and follow it to the other side. Climb the ladder and hammer the peg on the room's right side, then jump down the hole on the room's north end and defeat the ReDeads. Break the pots in the room to reveal another hole. Crawl into the hole and up the ladder at its end.

Stand on the Wind Crest and play the "Wind's Requiem" to make a treasure chest containing Triforce Shard #1 appear. Turn around and hammer the peg to your right and head through the gate after it opens. Go through the opening on the room's northeast side and take an immediate right.

The warp leading out of this maze will be in the room ahead.

127 Triforce Shard #1



Rebuilding the Triforce of Courage

Triforce Shard #2: Outset Island (B7)

Head to Outset Island and go to the bridge that used to lead to the Forest of Fairies. Stand next to Old Man Ho Ho and set the wind blowing west. Use your Deku Leaf to reach the east tip of the island where the giant stone head is positioned. Lift the head to reveal a Secret Cave leading into the Savage Labyrinth.

The Savage Labyrinth is 50 floors of arena-style fights against all of the enemies you've met up to this point (except the bosses and the yellow Summoning Wizzrobe from the Wind Temple). If you can defeat 30 floors of the Labyrinth, you'll be rewarded with Triforce Shard #2.

Got It in You?

If you're feeling bold enough, you can challenge the full 50 floors of the Savage Labyrinth to earn the Hero's Charm: a mask that reveals the health of any enemies you fight.

One Last Reminder

We want to remind you one more time that you can use the Savage Labyrinth to earn any Joy Pendants, Rupees, Golden Feathers, Knight's Crests, Skull Necklaces, Boko Baba Seeds, and Chu Jellies you might need. Just pull the spoils off your enemies with your Grappling Hook. The Rupees will be on every 10th floor, with the exception of the 50th floor, where the Hero's Charm is stationed.

The enemies in the Savage Labyrinth drop no items, so make sure to bring Fairies, potions, and grandma's Elixir Soup to successfully handle this challenge. Note that on the 10th, 20th, and 30th floors are pots containing Rupees, Hearts, and Magic Jars to get you back in fighting shape, so try to hang in there if you're low on health but getting close to one of those floors. The enemy list for the first 30 floors is as follows:

1. Keese

2. Miniblins

3. Bokoblins

4. Red ChuChus

5. Magtails

6. Keese and Miniblins

7. Fire Keese and Magtails

8. Bokoblins and Fire Keese

9. Moblins

10. Pots with Hearts, Green Rupees, and other items and a warp leading back to the surface

11. Peahats

12. Green ChuChus

13. Boko Babas

14. Shield Bokoblins

15. Wingless Mothulas

16. Boko Babas and Peahats

17. Green ChuChus and Bokoblins in pots

18. Shield Bokoblins and Wingless Mothulas

19. Winged Mothulas

20. Pots with Hearts, Green Rupees, and other items and a warp leading back to the surface

21.Blue Wizzrobes

22. Armos

23. Armos Knights

24. Yellow ChuChus in pots

25. Red Bubbles

26. Shield Bokoblins and a Darknut

27. Armos and a Blue Wizzrobe

28. Red Bubbles and Armos Knights

29. Darknuts

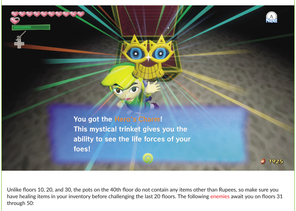
30. Pots with Hearts, Green Rupees, and other items, the Wind Crest, and a warp leading back to the surface

On the 30th floor, stand on the Wind Crest and play the "Wind's Requiem" to reveal the chest containing Triforce Shard #2. After you get the Shard, you can either head through the warp and return to the surface, or move on to the 31st floor and attempt to earn the Hero's Charm.

128 Triforce Shard #2

Savage Labyrinth Floors 31 through 50

If you're planning on going for the Hero's Charm on the 50th floor of the Labyrinth, stop into the beam of light and use your Mirror Shield to reflect light into the elephant statue on the room's right side. Underneath the statue is the entrance to floor 31.



Unlike floors 10, 20, and 30, the pots on the 40th floor do not contain any items other than Rupees, so make sure you have healing items in your inventory before challenging the last 20 floors. The following enemies await you on floors 31 through 50:

31. ReDeads

32. Blue Bubbles

33. Dark ChuChus

34. Poes

35. Winged Mothulas

36. Moblins and ReDeads

37. Winged Mothulas and Dark ChuChus

38. Poes and Moblins

39. Stalfos and Blue Bubbles

40. Pots containing more than 500 Rupees

41. Tons of Miniblins

42. Tons of Green, Red, and Yellow ChuChus (throw a bomb to stun them)

43. Hammer the peg to trigger Blue Wizzrobes

44. Tons of Bokoblins and Shield Bokoblins

45. ReDeads and Stalfos

46. Moblins and Darknuts

47. Blue Wizzrobes, Darknuts, and electric barriers

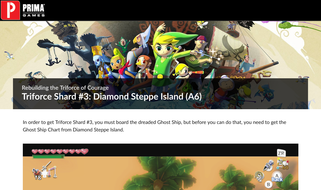
48. Stalfoses and a minefield of Bomb Flowers

49. Darknuts and fire-breathing statues

50. A treasure chest containing the Hero's Charm

To use the Hero's Charm, you must equip it from the Equipment menu, instead of from your basic inventory. When you A Target enemies, a red health bar will pop up near them to display how much health they have.

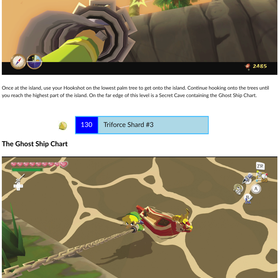
129 Hero's Charm



Rebuilding the Triforce of Courage

Triforce Shard #3: Diamond Steppe Island (A6)

In order to get Triforce Shard #3, you must board the dreaded Ghost Ship, but before you can do that, you need to get the Ghost Ship Chart from Diamond Steppe Island.



Once at the island, use your Hookshot on the lowest palm tree to get onto the island. Continue hooking onto the trees until you reach the highest part of the island. On the far edge of this level is a Secret Cave containing the Ghost Ship Chart.

130 Triforce Shard #3

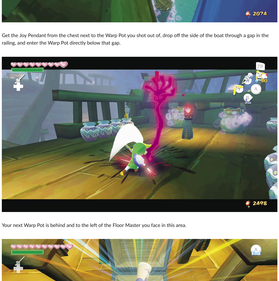
The Ghost Ship Chart

Triforce Shard #3 is on the Ghost Ship, which appears at different islands in different phases of the moon. To find and enter the Ghost Ship, you need the Ghost Ship Chart, which is at Diamond Steppe Island (A6). Use your Hookshot on the lowest palm tree to get up to the island from your boat.

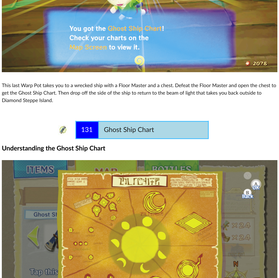
Ghost Wrangling

If you don't get the Ghost Ship Chart, you can still find the Ghost Ship, but it fades away as soon as you sail into it.

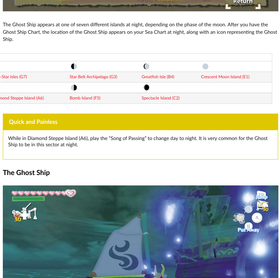
Use your Hookshot along the palm trees until you reach the hole at the narrow end of the highest part of the island. Drop into that hole and you'll enter what appears to be a ship's graveyard.



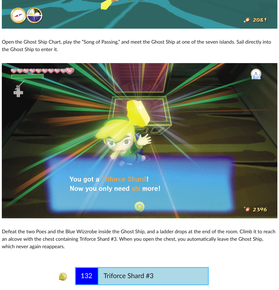
Enter the purple Warp Pot directly in front of you. What follows is a maze of Warp Pots and Floor Masters. Enter the correct Warp Pots to proceed; going into the wrong one spits you back out at the entrance. To make it through the maze in one shot, enter the Warp Pots in this order:



Enter the Warp Pot beyond the Floor Master (the Warp Pot farthest from the one you used to enter the area).



Get the Joy Pendant from the chest next to the Warp Pot you shot out of, drop off the side of the boat through a gap in the railing, and enter the Warp Pot directly below that gap.



Your next Warp Pot is behind and to the left of the Floor Master you face in this area.

This last Warp Pot takes you to a wrecked ship with a Floor Master and a chest. Defeat the Floor Master and open the chest to get the Ghost Ship Chart. Then drop off the side of the ship to return to the beam of light that takes you back outside to Diamond Steppe Island.

131 Ghost Ship Chart

Understanding the Ghost Ship Chart

The Ghost Ship appears at one of seven different islands at night, depending on the phase of the moon. After you have the Ghost Ship Chart, the location of the Ghost Ship appears on your Sea Chart at night, along with an icon representing the Ghost Ship.

Five Star Isles (G7)	Star Belt Archipelago (G3)	Gearfish Isle (B4)	Crescent Moon Island (E1)
Diamond Steppe Island (A6)	Bomb Island (F1)	Spectacle Island (C2)	

Quick and Painless

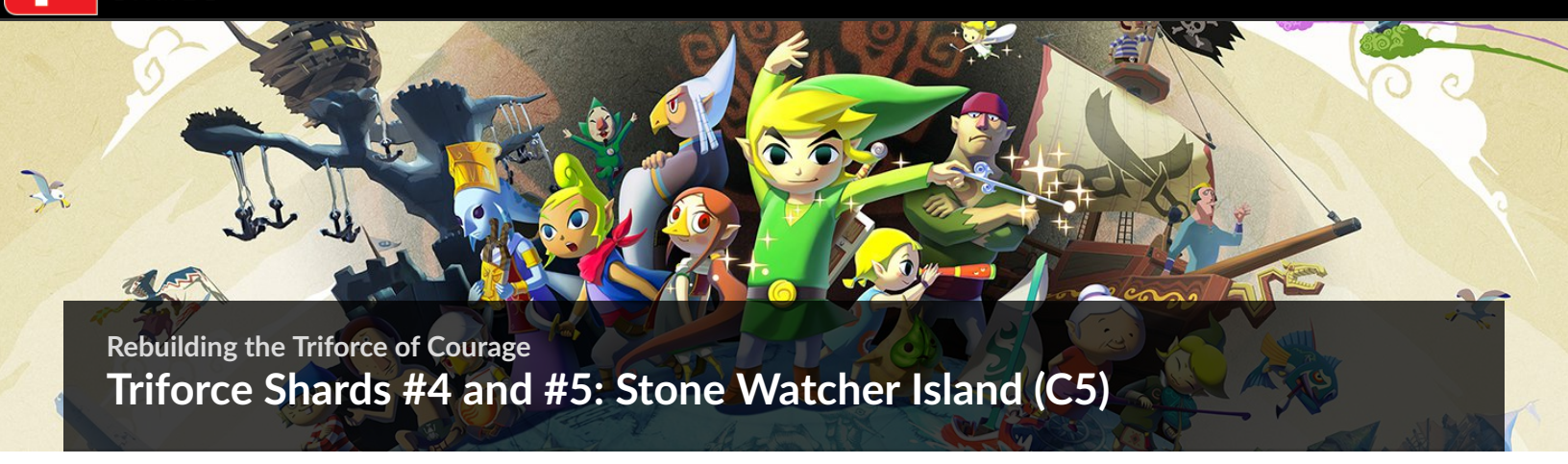
While in Diamond Steppe Island (A6), play the "Song of Passing" to change day to night. It is very common for the Ghost Ship to be in this sector at night.

The Ghost Ship

Open the Ghost Ship Chart, play the "Song of Passing," and meet the Ghost Ship at one of the seven islands. Sail directly into the Ghost Ship to enter it.

Defeat the two Poes and the Blue Wizzrobe inside the Ghost Ship, and a ladder drops at the end of the room. Climb it to reach an alcove with the chest containing Triforce Shard #3. When you open the chest, you automatically leave the Ghost Ship, which never again reappears.

132 Triforce Shard #3



Rebuilding the Triforce of Courage

Triforce Shards #4 and #5: Stone Watcher Island (C5)

Triforce Shard #4

Find Triforce Shard #4 by opening Triforce Chart #2. The location of Shard #4 is on Chart #2's map. All you need to do is pull it up from the bottom of the ocean.

133 Triforce Shard #4

Triforce Shard #5

Sail to Stone Watcher Island and lift the huge stone head to reveal a Secret Cave. Fall into the cavern and go through the door in front of you when you land.

The next room has five doors, not counting the one through which you entered. The one directly across the room from you is sealed. Starting with the door to your immediate left and going clockwise, the four remaining doors lead to rooms that contain:

Four Armos

Two Moblins

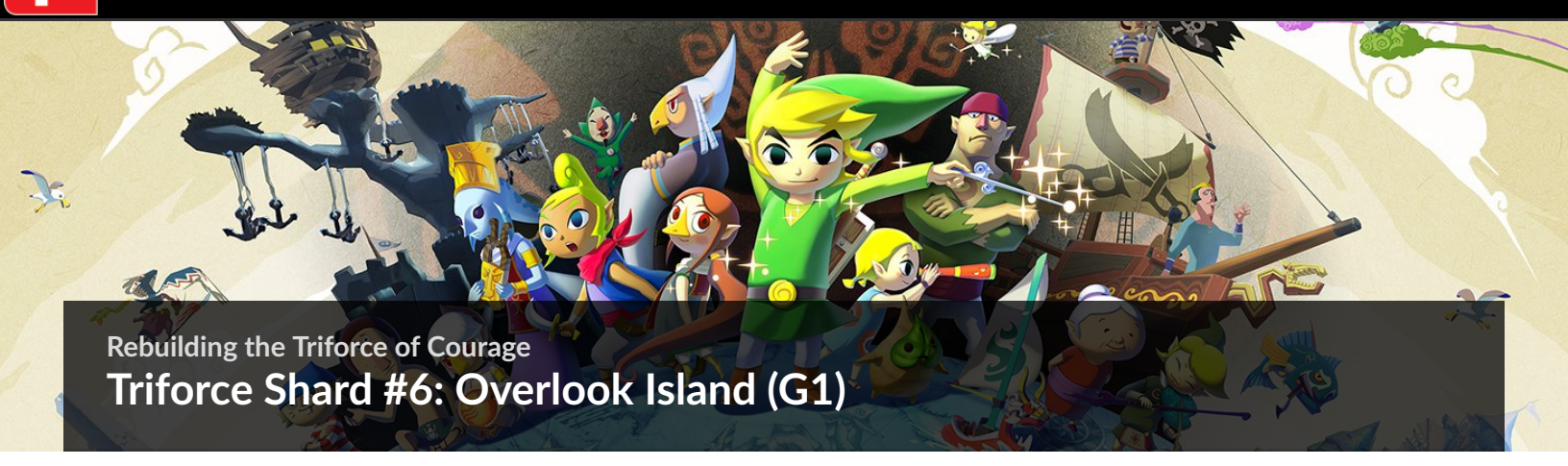
Three Blue Wizzrobes

Five Bokoblins

After you clear each room of enemies, a flame appears above the doorway. When all four doorways are lighted with a flame, two Darknuts appear in the large central room. Defeat them to open the sealed door.

On the other side of the sealed door is a Wind Crest. Stand on it and conduct the "Wind's Requiem," and a chest appears. Triforce Shard #5 is inside.

134 Triforce Shard #5



Rebuilding the Triforce of Courage

Triforce Shard #6: Overlook Island (G1)

Sunken Treasure #13

If you grabbed Two-Eye Reef, you can open it in this sector to reveal the location of the Secret Cave Chart. You don't really need the Secret Cave Chart, since this guide will point out the locations of every Secret Cave, but if you're a collector it's worth going out of your way to grab it.

135 Secret Cave Chart

Pick and Chus

You can find another Blue ChuChu near the second tree from the bottom.

Use your Hookshot to zip up to the lowest palm tree on Overlook Island, and then Hookshot from tree to tree until you reach a Secret Cave in the ground. Drop into the cavern.

The setup of the Overlook Island cavern is almost identical to the cavern in Stone Watcher Island. Starting with the room to the left of the entrance and continuing clockwise, the rooms contain:

Three Armos Knights

Two Stalfoses

Two Blue Wizzrobes

Five Shield Bokoblins in pots

When you defeat all the enemies in those four rooms, four Darknuts, two with shields and two without, appear in the large central room. Defeat them all to open the sealed door in that room.

In the room beyond the now-unsealed door is the Wind Crest. Stand on it and conduct the "Wind's Requiem" to reveal a chest with Triforce Shard #6 inside.

Rebuilding the Triforce of Courage

Triforce Shard #7: Greatfish Isle (B4)

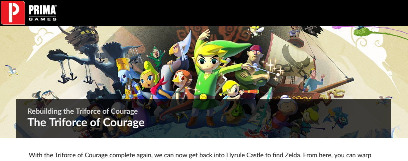
Open Triforce Chart #1 to reveal Shard #7's location. Pilot Red to the Shard's location on the Chart's map and pull it up from the bottom of the Great Sea.

Rebuilding the Triforce of Courage

Triforce Shard #8: Cliff Plateau Isles (G6)

To find Shard #8, open Triforce Chart #3. Just find Shard #8 near the Cliff Plateau Isles and pull it up with your Grappling Hook.

PRIMA GAMES



Rebuilding the Triforce of Courage

The Triforce of Courage

With the Triforce of Courage complete again, we can now get back into Hyrule Castle to find Zelda. From here, you can warp to the Tower of the Gods (E4) and head through the portal to reach the castle.

If you've been following the "Conquering the Great Sea" sections of this guide up to this point, you can follow the "The Great Sea Conquered" section below to finish getting all of the Pieces of Heart, getting all the Treasure Charts, and pulling up all the treasure they hide.

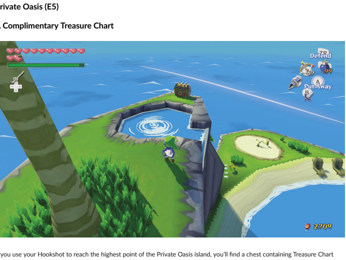
Once you head into Hyrule Castle, it'll be a near straight path to the end of the game, so if you're looking to wrap up all the side quests, this is the time to do it.

The Great Sea Conquered

Before heading out of Hyrule Castle to rescue Tetra—or maybe we should call her Zelda—you can head back to the surface of the Great Sea and complete the final side quests. Just a little more and you'll have seen and done it all!

Private Oasis (E5)

A Complimentary Treasure Chart



If you use your Hookshot to reach the highest point of the Private Oasis island, you'll find a chest containing Treasure Chart #27. This island sure has it all, huh?

136 Treasure Chart #27

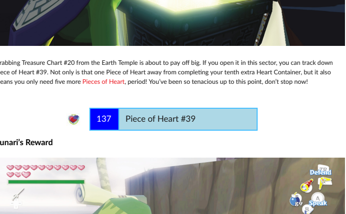
Bomb Island (F5)

Sunken Treasure #20

Grabbing Treasure Chart #20 from the Earth Temple is about to pay off big. If you open it in this sector, you can track down Piece of Heart #39. Not only is that one Piece of Heart away from completing your tenth extra Heart Container, but it also means you only need five more Pieces of Heart, period! You've been so tenacious up to this point, don't stop now!

137 Piece of Heart #39

Zunari's Reward

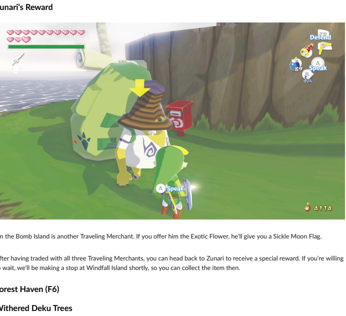


On the Bomb Island is another Traveling Merchant. If you offer him the Exotic Flower, he'll give you a Sickle Moon Flag.

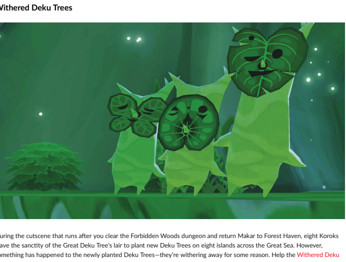
After having traded with all three Traveling Merchants, you can head back to Zunari to receive a special reward. If you're willing to wait, we'll be making a stop at Windfall Island shortly, so you can collect the item then.

Forest Haven (F6)

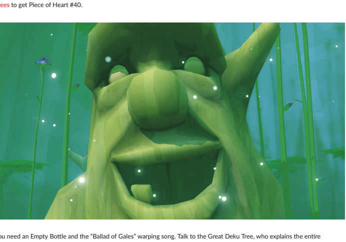
Withered Deku Trees



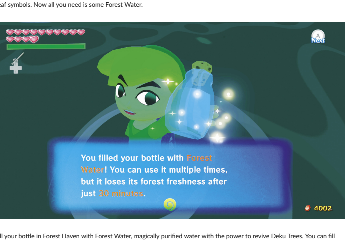
During the cutscene that runs after you clear the Forbidden Woods dungeon and return Makar to Forest Haven, eight Koroks leave the sanctity of the Great Deku Tree's lair to plant new Deku Trees on eight islands across the Great Sea. However, something has happened to the newly planted Deku Trees—they're withering away for some reason. Help the Withered Deku Trees to get Piece of Heart #40.



You need an Empty Bottle and the "Ballad of Gales" warping song. Talk to the Great Deku Tree, who explains the entire situation to you. He also marks the locations of the eight Withered Deku Trees on your Sea Chart. They appear as faint Deku Leaf symbols. Now all you need is some Forest Water.



Fill your bottle in Forest Haven with Forest Water, magically purified water with the power to revive Deku Trees. You can fill only one bottle, but it holds an unlimited amount of Forest Water. Forest Water turns into ordinary water 30 minutes after you leave Forest Haven; you must water all eight Withered Deku Trees before that time passes.



We'll show you the right strategy for watering all eight Withered Deku Trees with more than 10 minutes to spare:

Cliff Plateau Isles (G6): Sail directly east from Forest Haven. At Cliff Plateau Isles, enter its Secret Cave and use the cavern's alternate exit to reach the Withered Deku Tree on top of the largest isle.

Shark Island (C6): Warp to Southern Fairy Island (D6) and then sail west.

Greatfish Isle (B4): Warp directly to Greatfish Isle and run up the southeast isle's corkscrew-like pathway to reach the Withered Deku Tree at the top.

Needle Rock Isle (A5): Sail directly southwest from Greatfish Isle (B4) to reach the next Deku Tree at Needle Rock Isle.

Private Oasis (E5): Warp to the Tower of the Gods (E4) and sail south.

Eastern Fairy Island (G4): Warp back to the Tower of the Gods (E4) and sail east.

Mother & Child Isles (G2): Warp to Dragon Roost Island (D2) and sail northeast to Mother & Child Isles. The Withered Deku Tree is on top of Child Isle.

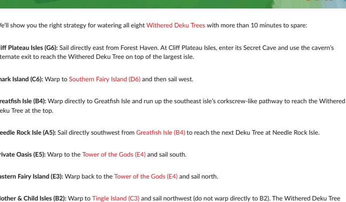
Star Island (E1): Sail directly north after you finish watering the Withered Deku Tree on Child Isle.

Whatever watering strategy you use, each Withered Deku Tree instantly grows several feet taller, becoming healthy and strong. After you water all eight, you get Piece of Heart #40. If you didn't make it to every Withered Deku Tree in time, try again!

138 Piece of Heart #40

Boating Course (F7)

Sunken Treasure #32



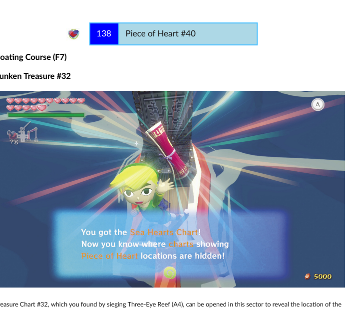
Treasure Chart #32, which can be opened in this sector to reveal the location of the Sea Hearts Chart. This Chart will show you the locations of every Piece of Heart on the Great Sea. You, of course, don't need this, but the collection of treasures must be complete!

139 Sea Hearts Chart

Flight Control Platform (E2)

Warp to Dragon Roost Island (D2), then head east to get to the Flight Control Platform (E2) quickly.

Sunken Treasure #19

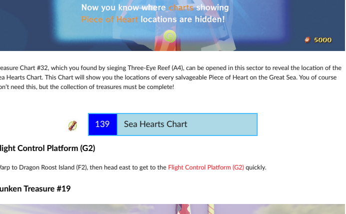


If you grabbed Treasure Chart #19 from Four-Eye Reef (G2), you can open it while in this sector to reveal the location of the Island Hearts Chart. When opened, the Island Hearts Chart will reveal the location of every Piece of Heart located on the islands of the Great Sea. It's not something you necessarily need, but you'll want it if you're trying to grab every Treasure Chart treasure.

140 Island Hearts Chart

Star Belt Archipelago (G3)

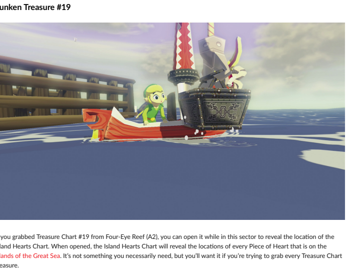
Sunken Treasure #27



If you grabbed Treasure Chart #27 from the highest point of the Private Oasis (E5), you can open it while in this sector to reveal the location of a Silver Rupee.

Thorned Fairy Island (G4)

Sunken Treasure #5

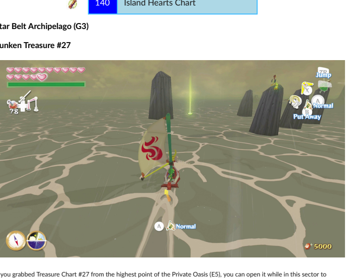


If you grabbed Treasure Chart #5 from the Wind Temple, you can open it while in this sector to reveal the location of Piece of Heart #41. Only three to go!

141 Piece of Heart #41

Bird's Peak Rock (G5)

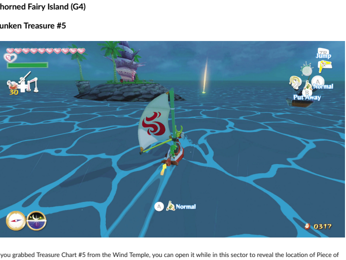
Sunken Treasure #36



If you grabbed Treasure Chart #36 from Ice Ring Isle (E6), you can open it while in this sector to reveal the location of a Silver Rupee.

Windfall Island (D2)

The Most Expensive Armor



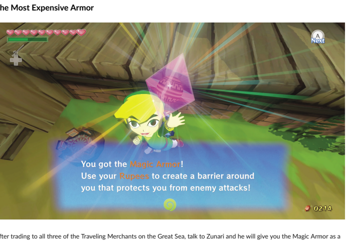
After trading to all three of the Traveling Merchants on the Great Sea, talk to Zunari and he will give you the Magic Armor as a reward for your hard work.

The Magic Armor uses Rupees to make Link invulnerable so long as he's wearing it. Your Rupees will deplete very quickly while wearing the Magic Armor, so don't wear it unless you've got a hefty amount of money in your Wallet.

142 Magic Armor

The Shop Guru

If you want to fill up Zunari's store inventory and also earn yourself Piece of Heart #42, you can continue trading with the Traveling Merchants until you receive the Shop Guru Statue. You can then take it to the Traveling Merchant on Greatfish Isle (B4) and he'll give you the Piece of Heart.



The quickest route to getting just about every item and the Shop Guru Statue is by trading in this order—just make sure not to warp to Mother & Child Isles (B2) when instructed to visit the sector:

Greatfish Isle (B4): Trade the Sickle Moon Flag for the Fountain Idol.

Mother & Child Isles (B2): Trade the Fountain Idol for the Big Sale Flag.

Greatfish Isle (B4): Trade the Big Sale Flag for the Hero's Flag, then trade the Hero's Flag right back to the Traveling Merchant for the Postman Statue.

Mother & Child Isles (B2): Trade the Postman Statue for the Shop Guru Statue.

Greatfish Isle (B4): Trade the Shop Guru Statue and the Traveling Merchant will give you Piece of Heart #42.

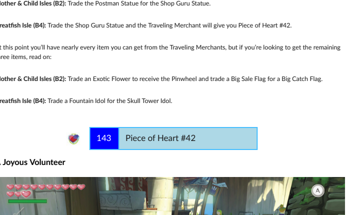
At this point you'll have nearly every item you can get from the Traveling Merchants, but if you're looking to get the remaining three items, read on:

Mother & Child Isles (B2): Trade an Exotic Flower to receive the Pinwheel and trade a Big Sale Flag for a Big Catch Flag.

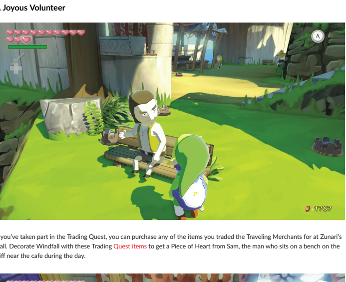
Greatfish Isle (B4): Trade a Fountain Idol for the Skull Tower Idol.

143 Piece of Heart #42

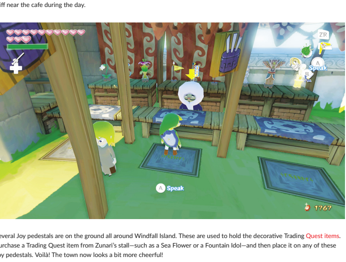
A Joyous Volunteer



If you've taken part in the Trading Quest, you can purchase any of the items you traded the Traveling Merchants for at Zunari's stall. Decorate Windfall with these Trading Quest items to get a Piece of Heart from Sam, the man who sits on a bench on the cliff near the cafe during the day.



Several Joy pedestals are on the ground all around Windfall Island. These are used to hold the decorative Trading Quest items. Purchase a Trading Quest item from Zunari's stall—such as a Sea Flower or a Fountain Idol—and then place it on any of these Joy pedestals. Voilà! The town now looks a bit more cheerful!



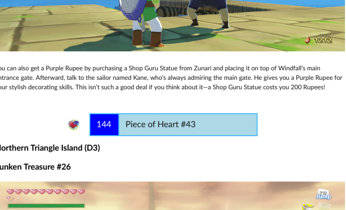
If you put an item in each of the Joy pedestals—not including the ones inside the town's shops—then talk to Sam. He'll give you Piece of Heart #43 for being such a great "Joyous Volunteer."

You can also get a Purple Rupee by purchasing a Shop Guru Statue from Zunari and placing it on top of Windfall's main entrance gate. Afterward, talk to the sailor named Kane, who's always admiring the main gate. He gives you a Purple Rupee for your stylish decorating skills. This isn't such a good deal if you think about it—a Shop Guru Statue costs you 200 Rupees!

144 Piece of Heart #43

Northern Triangle Island (D3)

Sunken Treasure #26



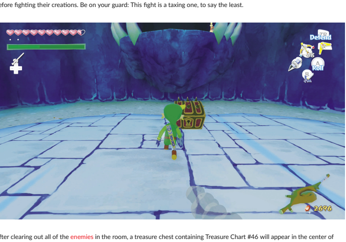
If you grabbed Treasure Chart #26 from Six Eye Reef (D4), you can open it while in this sector to reveal the location of the Octo Chart. The Octo Chart reveals the locations of all the Big Octos in the Great Sea. You don't need this Chart, but you should definitely grab it if you're looking to collect all of the treasure listed on the Treasure Charts.

145 Octo Chart

Pawprint Isle (E2)

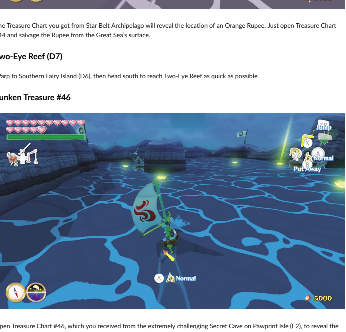
For True Heroes Only

On one of Pawprint Isles' pad isles is a Secret Cave containing Treasure Chart #46. This Secret Cave contains one of the most difficult—if not THE most difficult—fight in the game, so make sure you're prepared before entering.



If we haven't scared you off, you can Hookshot onto the cactus-like tree on the left of the two middle pad isles to find the Secret Cave.

Once inside, head to the center of the room and a Summoning Wizzrobe will appear. After defeating it, and any enemies it summons, three more Summoning Wizzrobes will appear. Do your best to focus on taking out the Summoning Wizzrobes before fighting their creations. Be on your guard: This fight is a taxing one, to say the least.

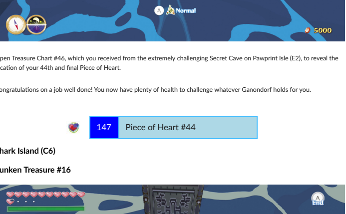


After clearing out all of the enemies in the room, a treasure chest containing Treasure Chart #46 will appear in the center of the room. Claim it, then head through the warp at the room's entrance.

146 Treasure Chart #44

Southern Triangle Island (D5)

Sunken Treasure #44

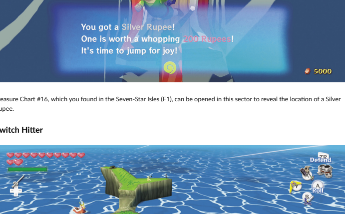


The Treasure Chart you got from Star Belt Archipelago will reveal the location of an Orange Rupee. Just open Treasure Chart #44 and salvage the Rupee from the Great Sea's surface.

Two-Eye Reef (D7)

Warp to Southern Fairy Island (D6), then head south to reach Two-Eye Reef as quick as possible.

Sunken Treasure #46



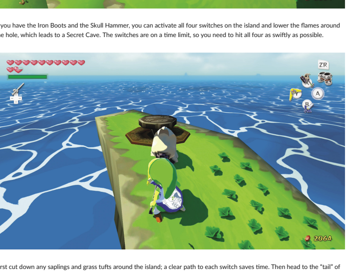
Open Treasure Chart #46, which you received from the extremely challenging Secret Cave on Pawprint Isle (E2), to reveal the location of your 44th and final Piece of Heart.

Congratulations on a job well done! You now have plenty of health to challenge whatever Ganondorf holds for you.

147 Piece of Heart #44

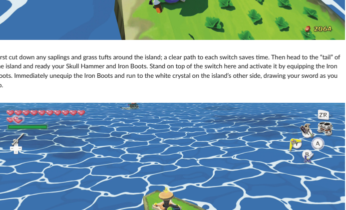
Shark Island (C6)

Sunken Treasure #16

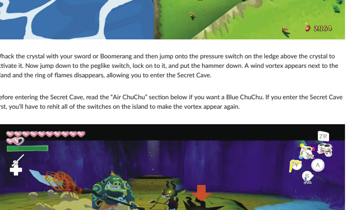


Treasure Chart #16, which you found in the Seven-Star Isles (F1), can be opened in this sector to reveal the location of a Silver Rupee.

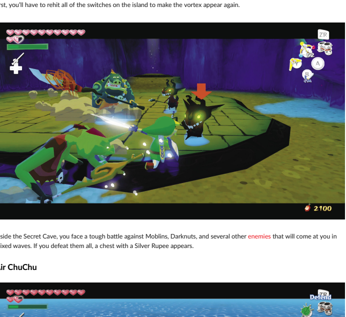
Switch Hitter



If you have the Iron Boots and the Skull Hammer, you can activate the four switches on the island and lower the flames around the hole, which leads to the Secret Cave. The switches are on a time limit, so you need to hit all four as swiftly as possible.



First cut down any saplings and grass around the island; it's a clear path to each switch saves time. Then head to the "tail" of the island and ready your Skull Hammer and the Iron Boots. Immediately unequip the Iron Boots and run to the crystal on the island's other side, drawing your sword so you can go.

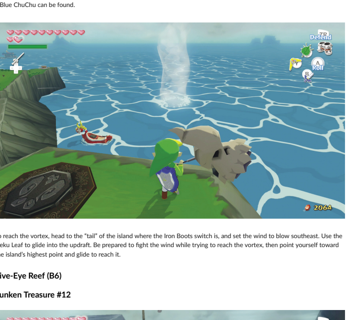


Whack the crystal with your sword or Boomerang and then jump onto the pressure switch on the ledge above the crystal to activate it. Now jump down to the pegline switch, lock on to it, and hit the hammer down. A wind vortex appears next to the island and the ring of flames drops to reveal the Secret Cave.

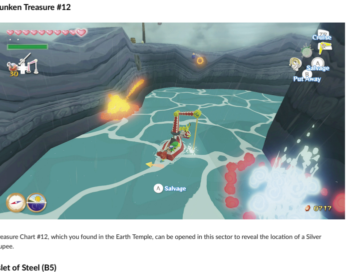
Before entering the Secret Cave, read the "Air ChuChu" section below if you want a Blue ChuChu. If you enter the Secret Cave first, you'll have to hit all of the switches again to make the vortex appear again.

Inside the Secret Cave, you face a tough battle against Moblins, Darknuts, and several other enemies that will come at you in mixed waves. If you defeat them all, a chest with a Silver Rupee appears.

Air ChuChu



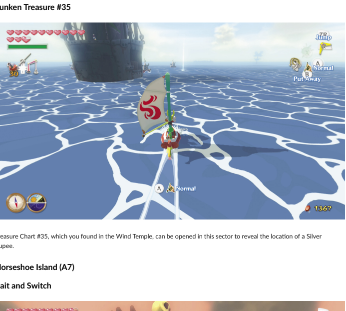
Activating all four switches on this island creates a wind vortex nearby. Use this to glide to the highest part of the island, where a Blue ChuChu can be found.



To reach the vortex, head to the "tail" of the island where the Iron Boots switch is, and set the wind to blow southeast. Use the Deku Leaf to glide into the updraft. Be prepared to fight the wind while trying to reach the vortex, then point yourself toward the island's highest point and glide to reach it.

Five-Eye Reef (B6)

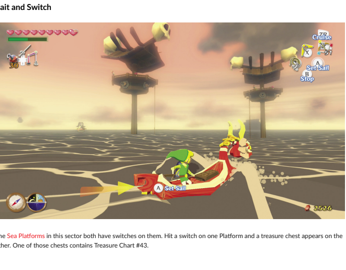
Sunken Treasure #12



Treasure Chart #12, which you found in the Earth Temple, can be opened in this sector to reveal the location of a Silver Rupee.

Islet of Steel (B5)

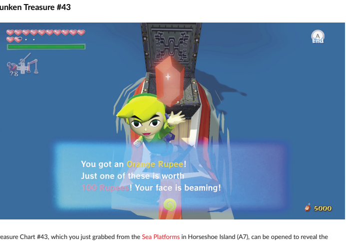
Sunken Treasure #35



Treasure Chart #35, which you found in the Wind Temple, can be opened in this sector to reveal the location of a Silver Rupee.

Horseshoe Island (A7)

Bait and Switch

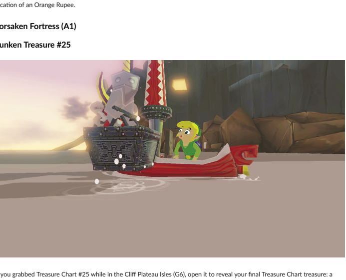


The Sea Platforms in this sector both have switches on them. Hit a switch on one Platform and a treasure chest appears on the other. One of those chests contains Treasure Chart #43.

148 Treasure Chart #43

Outset Island (B7)

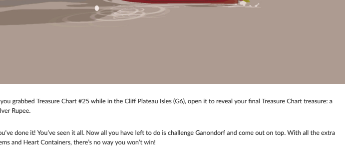
Sunken Treasure #43



Treasure Chart #43, which you just grabbed from the Sea Platforms in Horseshoe Island (A7), can be opened to reveal the location of an Orange Rupee.

Forsaken Fortress (A1)

Sunken Treasure #25



If you grabbed Treasure Chart #25 while in the Cliff Plateau Isles (G6), open it to reveal your final Treasure Chart treasure: a Silver Rupee.

You've done it! You've seen it all. Now all you have left to do is challenge Ganondorf and come out on top. With all the extra items and Heart Containers, there's no way you won't win!

Rebuilding the Triforce of Courage

Tower of the Gods (E5)

After completing the Triforce of Courage, Red suggests that we waste no time getting back to Hyrule Castle; he'll take Link there without delay. Warp to the Tower of the Gods (E4), and Link will hold out the Triforce of Courage, opening the portal between Hyrule Castle and the Great Sea once again.

Back at the castle, head underneath the statue and go to the room where the Master Sword was being held. Zelda is standing in the center of the room in a haze but suddenly disappears when Link gets near her.

Ganondorf! That fiend kidnapped her, and to seal the deal, he sent two Mighty Darknuts to take Link out. Defeat the Darknuts the way you normally would, but take extra care during this fight. Mighty Darknuts are mean and your health can disappear in an instant when facing them.

After defeating the Mighty Darknuts, exit the room. Ganondorf's not going to get away with kidnapping Tetra.

Nintendo Gallery Notice

Mighty Darknuts are the rarest of all, so take this opportunity to take a pictograph during this frantic battle. How can you tell it's a Mighty Darknut? Because it's wearing a cape, of course!

Ganons Tower: The Final Showdown

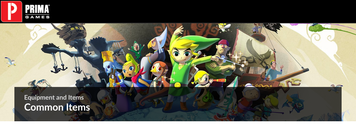
Introduction

The time has come to put an end to the master of evil. He has terrorized the world for too long. This may have once been Hyrule, but it is now the Great Sea, our sea. Ganondorf no longer has a place in the world, and we need to make sure he knows it. The Triforce of Courage has been reassembled, and Link has been declared the Hero of Winds by the Master Sword. History will repeat itself as it has for generations: Ganondorf will fall.

Exit Hyrule Castle through the door at the bottom of the stairs. Head along the bridge until you hit the barrier blocking Ganondorf's tower from Hyrule Castle. Slash the barrier with the Master Sword, then continue down the path.

There is only one way to go from here if your destination is Ganon's Tower. Defeat the Peahats, Moblins, and other beasties along the way. Once the path below you ends, pull out your Hookshot and hit the targets on the archways to cross the gaps.

Look out for the Keese that have made the archways their home and continue to use your Hookshot on the targets until you reach the passage leading into Ganon's Tower.



Equipment and Items

Common Items

Find common items by smashing pots, cutting grass, visiting shops, or defeating enemies. There is no limit to the common items that Link can find or purchase, but there are restrictions on how much he can carry. The sole exception is Blue Chu Jelly - only 22 of these most rare Chu Jellies can be found in all of the Great Sea.

All-Purpose Bait

Where to find it: Purchase it from Beedle or Rats.

Where it's stored: Bait Bag

What to do with it: Use it near a Fishman to make the Fishman surface and chart the nearest island on your Sea Chart. You can also use it to lure small pigs or to persuade large pigs to dig in dark soil. Use it near a Rat hole to make the Rats stop attacking you and open their shop.

Arrow

Where to find it: Grass, breakable objects, defeated enemies, or purchased from Beedle

Where it's stored: Items subscreen

What to do with it: Arrows are ammunition for the Hero's Bow. Link can only fire the Hero's Bow when he has arrows. When Link first finds the Hero's Bow, he can carry up to 30 arrows. The Great Fairies at Western Fairy Island (A3) and Thorned Fairy Island (G4) can upgrade Link's carrying capacity to 60 and then 99 arrows.

Boko Baba Seed

Where to find it: Boko Baba enemy spoil

Where it's stored: Spoils Bag

What to do with it: Link can exchange four Boko Baba Seeds for a Blue Potion by giving them to Hollo in Forest Haven (F6).

Bomb

Where to find it: Grass, breakable objects, defeated enemies, purchased from Beedle, purchase from Cannon

Where it's stored: Items subscreen

What to do with it: If Link has bombs, he can use the bombs item in the Items subscreen. Bombs can be used as weapons, as well as tools for clearing obstacles.

Chu Jelly

Red Chu Jelly | Green Chu Jelly | Blue Chu Jelly

Where to find it: Red, Blue, Yellow, and Green ChuChu enemy spoil

Where it's stored: Spoils Bag

What to do with it: Give 15 Green or Blue Chu Jellies to Doc Bandham on Windfall Island (D2), and he'll invent the Green or Blue Potion, respectively. After a potion has been invented, Link can exchange five Chu Jellies of the matching color to Doc Bandham for an additional dose of the potion. (The Red Potion is invented by default.)

Deku Stick

Where to find it: In pots or carried by Bokoblins, or dropped by Boko Babas

Where it's stored: In Link's hands. Link can only carry one at a time and can't use any items while holding a Deku Stick.

What to do with it: Use a Deku Stick as a crude weapon (swing it with A or throw it with B). Light it from a burning torch by pointing the end into the torch's flame. You may then use the lit Deku Stick to burn away ropes or wooden objects.

Enemy Weapons

Where to find it: Carried by enemies

Where it's stored: In Link's hands. Link can carry only one enemy weapon at a time and can't use any items while holding it.

What to do with it: Knock a weapon out of an enemy's hands by blocking an attack with your shield or by knocking the enemy to the ground with a combo, parry, or jump attack. Pick up enemy weapons and use them to fight foes (although these larger weapons are slower and less effective in combat than Link's sword). Some blocked doorways can only be opened by throwing an enemy weapon through them.

Fairy

Where to find it: Pots, Fairy Fountains

Where it's stored: Use it right away or capture it in an Empty Bottle for later use.

What to do with it: Touching a Fairy fills up to 10 Heart Containers in Link's Life Gauge. Use an Empty Bottle to catch a Fairy and save it for later. If Link's Life Gauge is depleted, the Fairy automatically pops out of the bottle and refills up to 10 Heart Containers, averting a "game over."

Golden Feather

Where to find it: Kargoroc, Peahat, and Winged Mothula enemy spoil

Where it's stored: Spoils Bag

What to do with it: Give 20 of these to Hoskit on Dragon Roost Island (F2), and Hoskit's girlfriend sends Link a thank-you letter containing a Piece of Heart.

Heart

Where to find it: Grass, breakable objects, defeated enemies

Where it's stored: Life Gauge

What to do with it: One Heart refills one empty Heart Container in Link's Life Gauge. If Link has no empty Heart Containers, picking up a Heart has no effect.

Hyoi Pear

Where to find it: Purchased from Beedle or Rat

Where it's stored: Bait Bag

What to do with it: Use a Hyoi Pear near a seagull to take control of the seagull and fly it around. Fly the seagull into switches to activate them. If you press ZR or an enemy hits the seagull, you lose control of it.

Joy Pendant

Where to find it: Chests, pots, Bokoblin enemy spoil, Auction House, quest rewards

Where it's stored: Spoils Bag

What to do with it: Miss Marie, Windfall Island's (D2) school teacher, loves Joy Pendants. Give her one to get a Red Rupee (20 Rupees). Give her 20 more to get the Cabana Deed as part of the main quest. Give her another 20 to get Treasure Chart #45.

Knight's Crest

Where to find it: Chests, Darknut enemy spoil

Where it's stored: Spoils Bag

What to do with it: Give 10 Knight's Crests to Orca on Outset Island (B7), and he teaches Link the Hurricane Spin attack.

Magic Jars

Small Magic Jar | Large Magic Jar

Where to find them: Grass, breakable objects, defeated enemies

Where they're stored: Magic Meter

What to do with them: Large and small Magic Jars replenish Link's Magic Meter. If Link's Magic Meter is full, picking up Magic Jars has no effect.

Rupees

Green Rupee (1 Rupee) | Blue Rupee (5 Rupees) | Yellow Rupee (10 Rupees)

Red Rupee (20 Rupees) | Purple Rupee (50 Rupees) | Orange Rupee (100 Rupees)

Silver Rupee (200 Rupees)

Where to find them: Grass, breakable objects, defeated enemies, chests, side quest rewards, selling enemy spoils to Beedle...just about everywhere!

Where they're stored: Link's Rupee Wallet

What to do with them: Rupees are the currency of the Great Sea Islands. Use them to purchase goods and services. At the game's start, Link can carry only 500 Rupees, but the Great Fairies at Outset Island (B7) and Northern Fairy Island (C1) can upgrade his carrying capacity to 2,000 and then 5,000 Rupees.

Skull Necklace

Where to find it: Moblin enemy spoil

Where it's stored: Spoils Bag

What to do with it: On Windfall Island (D2), give Maggie's father 20 Skull Necklaces to get Treasure Chart #2. Also on Windfall, give three Skull Necklaces to Dampa the sailor to play his "Piggy-Sitting" minigame.

Trading Quest Items

Where to find them: Zunari's Stall, Wandering Goron Merchants

Where they're stored: Delivery Bag

What to do with them: Use these items during the trading quest side quest that begins at Zunari's Stall on Windfall Island (D2) and takes you to the three Traveling Merchants on Greatfish Isle (B4), Bomb Island (F5), and Mother & Child Isles (B2). For more information on the trading quest, see the "Windfall Island (D2)" section in the "Islands of the Great Sea" chapter. After completing the trading quest, use the items to decorate Windfall Island, which impresses Sam so much that he gives Link a Piece of Heart.

Treasure Sphere

Where to find it: Dropped by larger enemies

Where it's stored: N/A

What to do with it: Larger enemies, such as Moblins, Darknuts, and Seahats, often leave behind these spheres, each of which contains a handful of common items. Shatter them with Link's sword to release the items. Treasure spheres don't disappear over time, so you can wait to break them open if you like.

Equipment and Items

Dungeon Items

There are a handful of items that Link finds only in dungeons. All of these items (except the Heart Container) can only be used in the dungeons in which Link finds them.

Big Key

Most dungeons have a Big Key that Link must find before he can open the door to the boss's lair and fight the boss. The Big Key is one of the last items Link finds in a dungeon.

Compass

Each dungeon's Compass shows the location of any unopened treasure chests on the Dungeon Map. It also shows Link's current position and the location of the dungeon's boss.

Dungeon Map

The Dungeon Map gives you an in-game floor plan for the dungeon. Rooms you've explored are light, and rooms you haven't visited are dark. Use the buttons on the left to view each floor of the dungeon.

Heart Container

Link receives a Heart Container in most dungeons after defeating the dungeon's boss. Pick up the Heart Container to completely fill Link's Life Gauge. The more Heart Containers Link has, the more damage he can absorb before fainting.

Heart's in the Right Place

For every four Pieces of Heart you find, you complete another Heart Container, extending Link's Life Gauge.

Small Key

Small Keys are used to open locked doors. Each dungeon has exactly as many Small Keys as it has locked doors, and Small Keys can only be used in the same dungeon that they are found in.

Equipment and Items

Quest Items

Quest items are unique items that Link finds during his quest. Most of them are stored on the Items subscreen, and you must set many of them to (X), (Y), or [R] to be used. Unlike common items, quest items are few and far between, and Link has to accomplish a task to get them.

Bait Bag

Where to find it: Purchased from Beedle

Where it's stored: Items subscreen

What to do with it: Purchase the Bait Bag to allow Link to hold up to eight Hyoi Pears or packets of All-Purpose Bait. It's a good idea to pick up one of these early in the adventure and to always keep a supply of bait on hand.

Boat's Sail

Where to find it: Purchased from Zunari on Windfall Island (D2)

Where it's stored: Quest Status subscreen

What to do with it: Use the Boat's Sail while sitting in the King of Red Lions to propel the boat by wind. For maximum speed, make sure the wind is blowing in the direction you're heading.

Bombs

Where to find them: Tetra's pirate ship

Where they're stored: Items subscreen

What to do with them: The Bombs item allows Link to carry and use bombs as weapons. Set it to (X), (Y), or [R] to pull out a bomb. Bombs explode just seconds after being used. Throw one with (A) or set it down with (ZR). Use bombs as weapons against enemies or to blast large, cracked rocks and other obstacles into pieces.

Ready, Aim...

In the King of Red Lions, the Bombs item becomes a cannon that fires bombs. Use L to aim the cannon, and press B to fire. Use the cannon to sink Warships or destroy gates and other obstacles.

Boomerang

Where to find it: The Forbidden Woods

Where it's stored: Items subscreen

What to do with it: Set the Boomerang to X, Y, or R to use it. Press the button to bring up a first-person targeting view. Use L to select up to five targets, then press the Boomerang button again to hit the targets in the order you targeted them. You can ZL-target an enemy or object, and press the Boomerang button to send it flying after its target.

Hero's Best Friend

Defeat weak enemies and stun larger ones with the Boomerang. Use it to shatter pots, hit switches, and collect common items from a distance. It is one of Link's most valuable and versatile tools, and he's sworn by it since his very first adventure!

Cabana Deed

Where to find it: Given by Miss Marie

Where it's stored: Delivery Bag

What to do with it: Trade 20 Joy Pendants to Miss Marie (the Windfall Island schoolteacher) to get the Cabana Deed. The Cabana Deed allows Link to enter the cabana on the Private Oasis (E5), which becomes Link's Oasis after he shows the Cabana Deed to the doorman.

Complimentary ID

Where to find it: In a letter from Beedle

Where it's stored: Delivery Bag

What to do with it: After purchasing 30 items from Beedle, Link earns a Silver Membership to Beedle's Shop Ship, and Beedle sends you the Complimentary ID. Show the Complimentary ID to Beedle at any of his Shop Ship locations, and he compliments Link! This is a one-time-use item.

Deku Leaf

Where to find it: Forest Haven (F6)

Where it's stored: Items subscreen

What to do with it: To use the Deku Leaf, set it to X, Y, or R. Use the Deku Leaf while Link's in the air, and he'll glide as long as his Magic Meter has energy. Gliding slowly depletes Link's Magic Meter, and Link drifts downward as he glides. Glide into an updraft to cross greater distances and reach higher platforms.

Blow 'Em Away

Use the Deku Leaf when Link is on the ground to send an air gust at enemies and objects. Face the enemy or object (or ZL - target it) and press the Deku Leaf button. Blowing wind gusts do not deplete Link's Magic Meter, but he can't blow wind gusts if his Magic Meter is empty.

Delivery Bag

Where to find it: Dragon Roost Island (F2)

Where it's stored: Items subscreen

What to do with it: The Delivery Bag allows Link to carry up to eight specific items, including the Cabana Deed, letters to mail, and trading quest items. Set these items to X, Y, or) to use them. Link receives it as a gift from Quill when he first arrives on Dragon Roost Island.

Empty Bottles

Where to find them: Four locations (see below)

Where they're stored: Items subscreen

What to do with them: Empty Bottles allow Link to obtain and carry potions, bottled Fairies, Elixir Soup, and Forest Water. Reuse them when they are empty. Link can find four Empty Bottles:

1. Medli gives one Empty Bottle to Link at the Dragon Roost Cavern's (F2) entrance during the main quest.
2. Link can buy one from Beedle at Rock Spire Isle (B3).
3. Link gets one if he catches Mila trying to crack Zunari's safe in Windfall Island (D2).
4. Link can win the fourth as a prize for defeating the enemies in the submarine near Bomb Island (F5).

Gotta Have Bottles

For more information on how to get each of these Empty Bottles, refer to the walkthrough or the appropriate island sectors in the "Islands of the Great Sea" chapter.

Fill-Up Coupon

Where to find it: In a letter from Beedle

Where it's stored: Delivery Bag

What to do with it: After purchasing 60 items from Beedle, Link earns a Gold Membership, and Beedle sends Link the Fill-Up Coupon. Use the Fill-Up Coupon at Beedle's Shop Ship to replenish Link's Life Gauge, Magic Meter, and his supply of bombs and arrows.

Forest Firefly

Where to find it: Forest Haven

Where it's stored: In a bottle on the Items subscreen

What to do with it: The Forest Firefly is the brightest firefly in the Forest Haven, emitting seven colors of light. Catch it in an Empty Bottle and take it to Lenzo, who rewards you with a Joy Pendant.

Forest Water

Where to find it: Forest Haven (F6)

Where it's stored: In a bottle on the Items subscreen

What to do with it: There are eight withered Deku Trees across the islands of the Great Sea. Fill an Empty Bottle with Forest Water at the Forest Haven, and use it to water all eight Deku Trees within 30 minutes to get a Piece of Heart.

Save the Trees!

For more information on the Deku Tree side quest, refer to the "Forest Haven (F6)" section of the "Islands of the Great Sea" chapter.

Grappling Hook

Where to find it: Dragon Roost Cavern

Where it's stored: Items subscreen

What to do with it: Set the Grappling Hook to (X), (Y), or (R) and press the button to bring up a first-person targeting view. Target an overhead pole and press the button again to throw the Grappling Hook up to it and swing from it.

Grappling Hook Controls (on Land)

Command	Button(s)
Target	Press (X), (Y), or (R) and then use (L) (or angle the Wii U GamePad)
Grapple	Release (X), (Y), or (R)

Grappling Hook Controls (While Swinging)

Command	Button(s)
Swing	(L) and (L)
Jump off of the rope	(A)
Stop swinging	Hold (ZR)
Change direction	(L) or (L)
Climb up or down the rope	Stop with (ZR), then press (ZR) and (L) or (L)

Take That!

You can ZL -target enemies and use the Grappling Hook to pull spoils from them before defeating them. Use this technique to get Chu Jelly from ChuChus, Boko Baba Seeds from Boko Babas, Joy Pendants from Bokoblins, Golden Feathers from Peahats and Kargorocs, Skull Necklaces from Moblins, and Knight's Crests from Darknuts!

Long-Lost Loot

In the King of Red Lions, the Grappling Hook becomes a salvage crane that hauls up sunken treasure chests marked by rings of light on the surface of the Great Sea.

Grappling Hook Controls (in Boat)

Command	Button(s)
Drop salvage crane (in boat)	
Swing salvage crane to boat's other side	L or L

Treasure-Hauling Tips

A ring of light on the Great Sea indicates a treasure chest under the water that you can haul up with the Grappling Hook. The ring of light fades as you approach it, however, making it tricky to determine where to drop the Grappling Hook.

Face the ring of light with the wind at your back and sail directly toward it. When the ring of light vanishes as you approach, press ✚ to put away your sail and drop your Grappling Hook into the water. If you time it right, you'll hook the chest on the first try!

Pay attention to the tinkling chimes as you approach the treasure. The louder the tinkling, the closer you are.

Rings of light with bright beams of light in their centers mark special treasures that Treasure Charts lead to. These brighter lights are even faster to fade as you approach them. Use the Treasure Chart and Sea Chart to see your boat's position relative to the treasure. Move toward the treasure by steering the boat with S while holding 0 and drop the Grappling Hook when you're right on top of it.

Hero's Bow

Where to find it: Tower of the Gods (E5)

Where it's stored: Items subscreen

What to do with it: Set the Hero's Bow to (X), (Y), or [R], and press the button to bring up a first-person targeting view. Aim the bow with S (or by angling the Wii U GamePad) and press the button again to fire an arrow. To (ZL) -target enemies, press (X), (Y), or [R] to shoot an arrow without having to aim. The Hero's Bow is usable only if you have arrows in your inventory.

Arrow Types

During his adventure, Link powers up his Hero's Bow so it can shoot different arrows. Arrow items in his inventory are always used as ammunition.

Standard Arrows: Normal arrows do the least damage, but they don't cost any magic energy to fire.

Fire Arrows: Obtained from the Fairy Queen in the Mother & Child Isles (B2), Fire Arrows can melt ice, set enemies on fire, and do more damage than standard Arrows. Each Fire Arrow depletes Link's Magic Meter.

Ice Arrows: Also obtained from the Fairy Queen, Ice Arrows can cool lava, freeze enemies, and do more damage than standard arrows. Each Ice Arrow depletes Link's Magic Meter.

Light Arrows: Link gets Light Arrows after defeating Phantom Ganon inside Ganon's Tower. They are one of the few weapons that can damage Ganon. A single Light Arrow can defeat any non-boss enemy. Each Light Arrow fired costs a small amount of magic energy.

Hero's Charm

Where to find it: At the bottom of the Savage Labyrinth on Outset Island (B7)

Where it's stored: Quest Status subscreen

What to do with it: Link gets the Hero's Charm by clearing all 50 floors of the Savage Labyrinth on Outset Island (B7). When it's equipped, Link wears this mask, and the Life Gauge of any nearby enemy is displayed above its head.

Hero's Shield

Where to find it: Grandma's house on Outset Island (B7)

Where it's stored: Quest Status subscreen

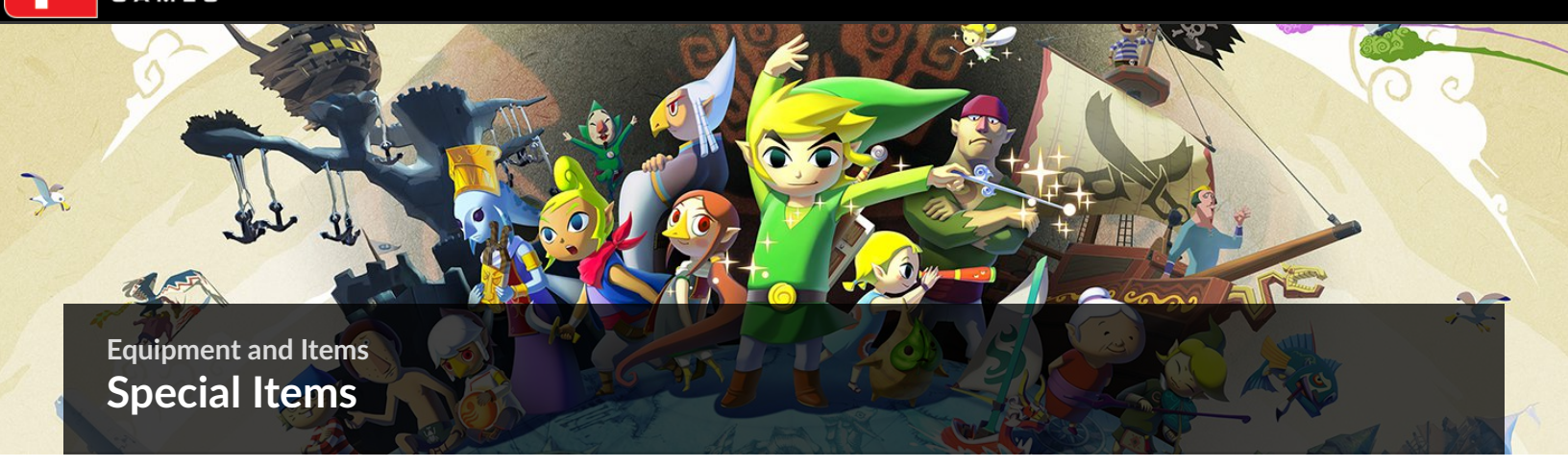
What to do with it: Hold (ZR) while Link's sword is drawn to raise the Hero's Shield and deflect incoming enemy attacks. Projectile attacks bounce off the Hero's Shield and back at Link's attacker, causing some enemies' weapons to fly out of their hands (especially Bokoblins' Deku Sticks). The Hero's Shield is replaced with the Mirror Shield later in the adventure. It is automatically equipped to (ZR) and cannot be assigned to any other button.

Hero's Sword

Where to find it: Given to Link by Orca on Outset Island (B7)

Where it's stored: Quest Status subscreen

What to do with it: The Hero's Sword is Link's first sword. To get it, complete Orca's training at the very beginning of the adventure. Though it lacks the Master Sword&rsqu



Equipment and Items

Special Items

The following items are not used directly by Link. Instead, they are either the objects of Link's main quest or vital components of optional side quests.

Din's Pearl

Where to find it: Received from Prince Komali after Link clears the Dragon Roost Cavern

Where it's stored: Quest Status subscreen

What to do with it: Din's Pearl is one of the three pearls Link must find to raise the Tower of the Gods (E4). When all three pearls are found, place Din's Pearl on Northern Triangle Island (D3).

Farore's Pearl

Where to find it: Received from the Great Deku Tree after Link clears the Forbidden Woods

Where it's stored: Quest Status subscreen

What to do with it: Farore's Pearl is one of the three pearls Link must find to raise the Tower of the Gods (E4). When all three pearls are found, place Farore's Pearl on Eastern Triangle Island (F4).

Nayru's Pearl

Where to find it: Received from Jabun after Link gets the bombs from the pirate ship

Where it's stored: Quest Status subscreen

What to do with it: Nayru's Pearl is one of the three pearls Link must find to raise the Tower of the Gods (E4). When all three pearls are found, place Nayru's Pearl on Southern Triangle Island (D5).

Nintendo Gallery Figurines

Where to find them: In the Nintendo Gallery in the Forest Haven (F6)

Where they're stored: In the Nintendo Gallery in the Forest Haven (F6)

What to do with them: Every time Link brings a good pictograph of a character or enemy to Carlov in the Nintendo Gallery, Carlov sculpts a figurine in the likeness of the pictograph's subject. It takes Carlov a full in-game day to sculpt the figurine, and he's fussy about the pictographs you bring him. Collecting all of the Nintendo Gallery figurines is a game in itself. When you have them all, you've completed one of the craziest side quests ever invented—sit back and marvel at your collection!

Completing Your Collection

Completing the Nintendo Gallery isn't easy, but this guide is a big help. All of the images in Chapter 3, "Characters and Enemies," have been taken from the Nintendo Gallery, and the "Legendary Checklists" at the back of the guide provide a complete listing of all Nintendo Gallery figurines, with tips on how to get pictographs of the more elusive subjects. Follow the walkthrough carefully, and you'll be alerted whenever you need to take a pictograph of a subject that will eventually no longer be available to be photographed.

Pictographs

Where to find them: Taken by Link with the Picto Box or Deluxe Picto Box, or purchased from Lenzo

Where they're stored: In the (Deluxe) Picto Box

What to do with them: Link must take specific pictographs to complete Lenzo's side quest and get the Deluxe Picto Box. Take good pictographs of characters and enemies, then use them to unlock Nintendo Gallery figurines!

Lenzo's Legendary Pictographs

Link can never take pictographs of some subjects for Nintendo Gallery figurines (such as a Great Fairy or Jabun). Instead, Lenzo sells Legendary Pictographs of these subjects to you. Purchase Lenzo's Legendary Pictographs and use them to complete your Nintendo Gallery collection!

Pieces of Heart

Where to find them: 44 places in the game

Where they're stored: Quest Status subscreen and Life Gauge

What to do with them: There are 44 Pieces of Heart to collect in the game. Collecting four Pieces of Heart adds a Heart Container to Link's Life Gauge. Pieces 1 through 3 of each Heart Container appear on the Quest Status subscreen; each fourth Piece of Heart completes a Heart Container, which then appears in Link's Life Gauge, extending the Life Gauge and allowing Link to absorb more damage.

Check Those Checklists!

For a listing of all 44 Pieces of Heart, check out the "Legendary Checklist" at the end of this guide.

Triforce Shards

Where to find them: Eight locations across the Great Sea

Where they're stored: Quest Status subscreen

What to do with them: The eight Triforce Shards are scattered across the Great Sea and must be found during Link's adventure. Some Triforce Shards can't be found until you discover the Triforce Chart that leads to the shard and pay Tingle 398 Rupees to decipher it. The eight Triforce Shards unite to form the Triforce of Courage, which gives Link access to Ganon's Tower.

Triforces

Where to find them: Held by Link, Zelda, and Ganon

Where they're stored: N/A

What to do with them: By the game's end, Zelda, Ganon, and Link each bear the mark and wield the power of a Triforce—Zelda has the Triforce of Wisdom, Ganon has the Triforce of Power, and Link assembles the Triforce of Courage from the Triforce Shards. When all three Triforces are brought together, they form the one true Triforce that gives the power of the gods to whoever touches it. Ganon's ambition is to assemble the one true Triforce and use its power to conquer the world.

Characters and Enemies

Introduction

The Nintendo Gallery

All of the screenshots of the characters and enemies in this chapter (except for Beamos, Link, and the Warship) are taken from the figures in the Nintendo Gallery. To complete the Nintendo Gallery, you must get Deluxe Picto Box pictures of every character and enemy in this chapter!

To find out how to get the Deluxe Picto Box, refer to the "Windfall Island (D2)" section in the "Islands of the Great Sea" chapter that follows the walkthrough.

To find out how to get to the Nintendo Gallery and collect all of the gallery's figurines, refer to the "Forest Haven (F6)" section in the "Islands of the Great Sea" chapter.

For a complete checklist of every Nintendo Gallery figurine, with tips on how to get the tricky ones, refer to "The Legendary Checklist" at the end of this guide.

Nintendo Gallery Notices

Some characters and enemies can only be pictographed at certain points in the adventure. If you miss your chance, you may not get another! Keep an eye out for Nintendo Gallery Notices like this one in the walkthrough—they inform you of the ideal times to take pictures of these elusive subjects.

Spoiler Alert!

Many of the following character sections reveal information about Link's adventure that you might not want to know about in advance. You've been warned!

Characters

Link meets over 100 characters in the course of his quest. Some give him important items or clues; others add to the game's atmosphere. A few even start out as adversaries, but Link's courage and tenacity convert them!

Characters of the Great Sea

The following characters are found in Link's adventures across the Great Sea. Some are found on small islands, and some are floating on the Great Sea. A few appear in several different places.

Beedle

Beedle runs Beedle's Shop Ship, a traveling boatload of values that sails between several islands of the Great Sea. After acquiring the bombs from the pirates, Link gets Beedle's Chart, which shows the sectors where Beedle's Shop Ship appears. Beedle has some of the best prices in all the islands of the Great Sea, so shop with confidence! You can also sell Beedle unwanted items from Link's Spoils Bag.

You can buy the Bait Bag, All-Purpose Bait, Hyoi Pears, bombs, arrows, and Red Potions from most of Beedle's locations. If you catch him at Rock Spire Isle (B3), you can also buy a Piece of Heart, an Empty Bottle, and Treasure Chart #4! Beedle rewards frequent customers with a Silver Membership (which entitles you to the Complimentary ID) and a Gold Membership (which gets you the Fill-Up Coupon).

Fairy Queen

The Fairy Queen lives in the center of Mother & Child Isles (B2). The only way to visit her is to conduct the “Ballad of Gales” and warp there. Although she looks young, the Fairy Queen is one of the game’s oldest and wisest characters.

She will not reveal her true form to Link until he meets Princess Zelda for the first time. She then endows his Hero’s Bow with the ability to shoot Fire and Ice Arrows. Link can warp back to her Fairy Pond at any time to find smaller Fairies that help him recover his strength.

Great Fairies

In addition to the Fairy Queen, seven Great Fairies are scattered across the islands of the Great Sea. Six of the Great Fairies increase Link’s bomb-, arrow-, or Rupee-carrying capacity, and the seventh doubles the size of Link’s Magic Meter. You can find the Great Fairies at the following locations, and you can always return to them to find smaller Fairies that heal Link:

- **Bomb Fairies:** Eastern Fairy Island (E3), Southern Fairy Island (D6)
- **Arrow Fairies:** Western Fairy Island (A3), Thorned Fairy Island (G4)
- **Rupee Fairies:** Northern Fairy Island (C1), Outset Island (B7)
- **Magic Meter Fairy:** Two-Eye Reef (D7) (defeat the Big Octo)

King of Hyrule

Daphnes Nohansen Hyrule was the King of Hyrule, a legendary land that accepted a terrible fate at the hands of the gods to rid the land of a great evil. For generations, no one has seen or heard of its King, Hyrule, or its Princess, Zelda. The King of Hyrule plays an important role in the game, linking the events of *The Wind Waker* to those of *Ocarina of Time*.

King of Red Lions

The King of Red Lions is the only talking boat in the Great Sea. He arrives (without a sail) to aid Link in his quest to rescue Aryll, and he sticks around when Link's true destiny is revealed. He is Link's transportation from island to island and is Link's most trusted adviser. The King of Red Lions speaks ancient Hylian and always has more information than he's willing to reveal....

Fishman

Each of the Great Sea's 49 islands has a little Fishman who jumps up from the sea near the island. Sail up to a Fishman and sprinkle some All-Purpose Bait on the water's surface, and he'll kindly chart the island on your Sea Chart and give you some helpful information. After you speak to an island's local Fishman, you can bait him again to play an arrow-shooting minigame for Rupees.

Sometime in the past, the King of Red Lions aided these friendly fellows, which is why they're so willing to help out Link.

Princess Zelda

Princess Zelda is heir to the long-lost land of Hyrule's throne and the keeper of the Triforce of Wisdom, but no one knows exactly who or where she might be. If there is a young hero dressed in green and an archfiend named Ganon, you know that a Princess named Zelda is sure to appear sometime!

Tetra

Tetra is a main character in *The Legend of Zelda: The Wind Waker*. She's strong-willed and bossy, but also has a soft spot for Link. When Link's quest gets under way in earnest, Tetra is a devoted friend and ally, often putting herself and her crew in harm's way to help Link.

Tetra inherited her ship and crew from her late mother and continues her mother's quest for a legendary treasure hidden beneath the Great Sea's surface. Tetra also has a secret, but we won't spoil it for you!

Link

Link is a somewhat lazy boy from Outset Island. He lives there with his kindhearted grandma and his excitable sister, Ayrll. Though Link prefers to spend his time snoozing in the warm summer sun, he soon finds himself whisked into a world of danger and adventure when his sister Ayrll is kidnapped, and Link must quest to rescue her.

Tetra's Pirates

Gonzo

Gonzo's the tough-guy leader of the pirates, but he's been known to cry at the drop of a hat.

Mako

Mako is the brains of the pirates' operation. He's usually mild-mannered, but he's unstoppable when angry. Touching his glasses will set him off.

Niko

Niko is last in the pirates' pecking order, so he's overjoyed when Link joins up. Although it quickly becomes clear that Link is special, Niko doesn't take it personally when Link has to leave them.

Nudge

Nudge is Tetra's counselor. He's stronger than Gonzo, but he loves sewing.

Senza

Senza keeps the ship shipshape. He's also a persuasive speaker.

Zuko

Zuko's keen eyes made him the ship's watchman, but no one can understand his speech, so they're never sure what he's seen.

Tingle

Tingle's fondest wish is to become a fairy. He thinks fairies wear green jumpsuits, which explains his bizarre fashion sense. Although he can get on your nerves, Tingle is one of Link's most valuable allies.

Bust Tingle out of his cell on Windfall Island to get the Tingle Bottle, which allows you to send and receive messages in bottles with other players across the Great Sea (an Internet connection is required).

When looking for Triforce Charts and Triforce Shards, Tingle gives you the IN-credible Chart, which reveals their locations. He also deciphers the Triforce Charts that you find for 398 Rupees per chart. His help doesn't come cheap, but no one else can do it!

Minor Characters of the Great Sea

Ankle

Ankle is Knuckle's twin brother, and both are Tingle's younger brothers. Ankle is more responsible and hard-working than his twin.

David Jr.

David Jr. embarked on a quest to recover the Ghost Ship's treasure, just as his father did before him. One bad bout of seasickness led him in a daze to Tingle Island, and he's regretted it ever since.

Fairy

Find Fairies in Fairy Fountains and hidden in pots. Touching one refills 10 of Link's Heart Containers. They can also be captured in an Empty Bottle and saved for later!

Knuckle

Knuckle is another of Tingle's younger brothers—he happens to be Ankle's twin. He finished carving Tingle Tower when he was 10 years old. The head is his studio.

Loot

Loot is a robust sailor who fears only the Fishmen. He runs the Boating Course (F7) and spends his earnings at the Windfall Cafe.

Old Man Ho-Ho

Old Man Ho-Ho is on several of the islands of the Great Sea. He's always looking at something interesting through his telescope. Maybe you should try looking through Link's?

Salvage Corp.

Salvage Corp. has so far found only enough Rupees to buy their diving suits, but these treasure hunters never give up their dream of the big score! If you find them, speak to them, and they give you Treasure Chart #34.

Salvatore

A frustrated painter, Salvatore now runs the “Squid-Hunt” minigame on Windfall Island (D2) and the “Cannon” minigame on Spectacle Island (C2).

Traveling Merchants

There are three traveling Goron merchants, one on Greatfish Isle (B4), one on Bomb Island (F5), and one on Mother & Child Isles (B2). Trade items with these Gorons during the trading quest that begins on Windfall Island (D2) and ends with Link getting the Magic Armor and a Piece of Heart (p. 296).

Dragon Roost Island Characters

Dragon Roost Island (F2) is home to the Rito, a race of birdmen that serve as postmen for the islands of the Great Sea. The island gets its name because it is the Valoo's home, the dragon that is the spirit of the skies. Each of the following characters is found on, is from, or has some connection to Dragon Roost Island.

Chieftain

The Rito Chieftain is the strongest and wisest Rito in the aerie, and his people love him. He finds it hard to balance his responsibilities as a stern leader and a caring father, but his son, Komali, is never far from his thoughts.

When Link inspires Komali by defeating the monster that sent Valoo into a rage, the Rito Chieftain thanks Link with a Piece of Heart.

Komali

The crown prince of the Rito, Komali is a boy when Link first meets him. Because of Valoo's rage, Komali is unable to get a scale from the dragon and grow his adult wings, which has sent him into a spiral of self-pity. After Link calms Valoo down, Komali becomes Link's greatest admirer. He also gives Link his most treasured possession, Din's Pearl.

Later in the game, Komali earns his wings and matures into a noble young man who saves Link from an untimely demise in the Forsaken Fortress. With Link's influence, Komali could turn into as great a leader as his father!

Laruto

Born in an area of Hyrule known as Zora's Domain, Laruto long ago became the sage of the Earth Temple so the Master Sword would always retain its ability to repel evil. Ganon's minions overwhelmed the Earth Temple and stole the Zora's soul, weakening the Master Sword.

Laruto advises Link on how to find the new sage of the Earth Temple, Medli.

Medli

Medli attends the great Valoo and never gives less than her best effort. When Valoo begins to rage, Medli takes it upon herself to make the dangerous climb up Dragon Roost Cavern to talk to him. She feels responsible for Prince Komali and wants to see him grow into as fine a Rito as his father.

Medli is fated to become the next Earth Temple sage—a destiny foreshadowed by the treasured harp she carries on her back. During the Earth Temple quest, Medli is a controllable character.

- Pick up and carry Medli by pressing (A) near her.
- While not carrying Medli, press (ZR) to call out and get her to follow you.
- While carrying Medli, Link can fly by running and jumping off of ledges.
- Press (A) to throw Medli into the air, and she'll gain altitude and fly for a short distance.
- Press (ZR) to put Medli down, and she'll remain in that spot until instructed to do otherwise.
- Conduct the "Command Melody" (hold (L) for 4/4 tempo and then play (R), (R), (R), (R)) to take control of Medli. Press (ZR) to release control and return to Link.
- While controlling Medli, make her fly by tapping (A). She has limited stamina and drops to the ground when it is depleted.
- While standing in sunlight, you can make Medli hold her harp in front of her by pressing #. Use (L) (or angle the Wii U GamePad) to aim the harp and reflect beams of light.

Quill

Quill is Outset Island's postman. Link observes him through Aryll's Telescope at the beginning of the game. Quill later persuades Tetra and the pirates to take Link with them.

This courageous Rito is an invaluable source of advice and help at several points in the game, including during Link's quest for Nayru's Pearl. He also makes a timely appearance during Link's second visit to the Forsaken Fortress!

Valoo

Spirit of the skies and reason for the name of Dragon Roost Island, Valoo has protected the Rito for ages and is served by them in return. Young Rito visit Valoo when they come of age, and a single scale from the great dragon helps them grow a pair of mature wings. The ancient beast only speaks in the long-dead Hylian tongue, which only his assistant, Medli, understands.

As Ganon recovers his power, his minions invade the volcanic cavern inside Dragon Roost Island and harass Valoo, driving the dragon into a rage. After Link defeats the monsters of Dragon Roost Cavern, he restores sanity to Valoo.

Zephos and Cyclos

These lighthearted sibling deities control the winds, and Link finds monuments honoring them on Dragon Roost Island. Zephos teaches Link the “Wind’s Requiem” early in the adventure. This song allows Link to change the wind’s direction, opening all 49 sectors of the Great Sea for exploration.

Cyclos is upset that his monument has fallen into disrepair, and wreaks havoc on ships with his cyclones. If you have the Hero’s Bow, sail into a cyclone and shoot Cyclos with three arrows to calm him down. As a token of his respect for Link’s keen aim, Cyclos teaches him the “Ballad of Gales,” which allows him to warp between several points on the Sea Chart.

Minor Dragon Roost Island Characters

Baito

Baito, a homesick human, tries to fit in with the Rito and match Koboli’s mail-sorting speed, but he needs Link’s help. Aid him by mailing a letter to his mother, and she gives you a Piece of Heart!

Basht and Bisht

Their sincerity and honesty earned Basht and Bisht positions on Dragon Roost Island's police force. They speak frankly to Link about events on the island.

Hoskit

Hoskit is always looking for the perfect present for his girlfriend. Give him 20 Golden Feathers, and his girlfriend will mail you a Piece of Heart!

Ilari

When things aren't going his way, Ilari loses his cool. Most of the time, he's pleasant (although he has trouble remembering faces).

Koboli

A descendant of a postman from ages past, Koboli is the Rito's mail sorter. If you help him out, he rewards you with Rupees.

Kogoli

Kogoli is concerned about the state of Dragon Roost Island, but he's never seen trying to improve it.

Namali

Namali is a perpetual worrywart.

Obli

Obli is obsessed with the Rito and dresses up as one when he can. He's the elder of the two brothers who run the Bird-Man Contest on the Flight Control Platform (G2).

Pashli

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Enemies

Although Link has plenty of friends across the Great Sea, there are enemies out there who wish him harm. To reach Ganon and defeat him, study the attacks and weaknesses of his minions.

Common Enemies

The following enemies appear at several points in the game. They often reappear where you previously defeated them if you return to those areas. Common enemies have straightforward attacks and obvious weaknesses. They are the foot soldiers of Ganon's army.

Armos

Armos are small gray statues found in the Tower of the Gods and other places. They do not attack until Link finds the Hero's Bow, as arrows are their greatest weakness. When an Armos chases you, hit its green eye with an arrow to stun it, then hit the crystal on its back with your sword to defeat it. Be careful! When you shatter its crystal, an Armos goes berserk and spins for a few seconds before exploding. Avoid it until it blows up.

Armos Knight

Armos Knights are larger and tougher, but slower, versions of Armos. They hop in pursuit of you and open their mouths to roar. You can ZL -target them and throw a bomb into their open mouths to blow them up. But watch out! When the bomb is in its mouth, the Armos Knight spins in a final frenzy of destruction before blowing up.

Beamos

These environmental hazards shoot searing energy beams when you get too close. Some revolve, and some are fixed. Hit the top of the statue with a projectile weapon (such as the a bomb or arrow) when it's firing to destroy it.

Big Octo

The Great Sea has six Big Octos. If you see a seagull flock circling an area, a Big Octo lurks beneath them (if you haven't already defeated it). When you approach a Big Octo, it rises and creates a massive whirlpool that tries to suck you in. If it succeeds, it damages Link and spits him out elsewhere on the Great Sea.

You must destroy all of a Big Octo's eyes with a projectile weapon (like the Boomerang) to defeat it before it pulls you in. Defeated Big Octos leave sunken treasure beneath them, marked by a ring of light. Pull up this treasure with your Grappling Hook to enjoy the fruits of your labors!

Octo Chart

The Octo Chart gives the locations of all six Big Octos. To get the Octo Chart, find Treasure Chart #26 at the Six-Eye Reef (D4). Pull up the sunken chest it leads to, which is near Northern Triangle Island (D3). Inside that chest is the Octo Chart!

Boko Baba

Boko Babas are in the Forest Haven and Forbidden Woods. They disguise themselves as Baba Buds and spring up to attack when you get close. You can tell real Baba Buds from Boko Babas by their color. Boko Babas are red, and Baba Buds are purple.

To defeat a Boko Baba, hit it once with your Boomerang. You also can stun it with a jumping attack (ZL -target and A) and cut its stem with B . Boko Babas leave behind Deku Sticks or Baba Seeds when defeated.

Free Potions!

Stand at a safe distance and hit a Boko Baba with your Grappling Hook to pull a Baba Seed from it. You can turn four Baba Seeds into a Blue Potion by visiting Hollo at the Forest Haven (F6).. This is an easy way to make sure you're never without healing items!

Bokoblin

Most Bokoblins are of the plain blue variety (right), and they are in the Forest of Fairies on Outset Island, the Forsaken Fortress, and Dragon Roost Cavern. Their attacks are weak, and they're vulnerable to any weapon.

Green Shield Bokoblins (left) aren't much tougher than your average Bokoblin, but they can absorb more damage and can block some attacks with their little wooden shields. You encounter them in the Forsaken Fortress, Dragon Roost Cavern, and Ganon's Tower, among other places. Both standard Bokoblins and Shield Bokoblins hide in pots and burst out of them when you draw near.

Sea Bokoblins (center) are on platforms in the Great Sea. They are red. Otherwise, they are identical to standard Bokoblins and Shield Bokoblins.

Oh, Joy!

Use the Grappling Hook to steal Joy Pendants from Bokoblins. Mrs. Marie at Windfall Island (D2) just loves these things!

Bubble

Red Bubbles (left) lurk in the Tower of the Gods, the Earth Temple, and Ganon's Tower, among other places. They float around in irregular patterns and swoop toward you when you get close. Their only means of attack is to come into contact with you and set you on fire.

Blue Bubbles are in the Earth and Wind Temples. They also swoop toward you, but instead of igniting you, they envelop you in a choking fog that temporarily disables your sword and (X), (Y), and [R] items.

Red Bubbles are vulnerable to all arrows, while Blue Bubbles are only vulnerable to Ice Arrows. The Hookshot or a gust of wind from the Deku Leaf stuns both types of Bubbles. Once stunned, they are identical to the skulls you see along the floors of many dungeons and can be easily shattered.

ChuChu

ChuChus are in every area of the game. They slink around the ground as puddles of slime that cannot be harmed and pop up when they're close to you. A ChuChu can hurt you by running into you, and you can stun them with the Boomerang, nearby bomb explosions, or Skull Hammer pounds.

To defeat ChuChus, hit them with your sword while they are out of their puddle form. You must stun some ChuChus before you can safely hit them.

- **Green:** The weakest ChuChu.
- **Red:** A stronger version of the basic Green ChuChu.
- **Yellow:** These are surrounded by a bio-electric field; you must stun it before you can safely attack it.
- **Blue:** Identical to a Yellow ChuChu, except it doesn't jump at you.
- **Dark:** Turn it to stone with a beam of light and then shatter it by picking it up and throwing it, or smashing it with the Skull Hammer. Or defeat them more easily with Light Arrows.

ChuChu Goo

Green, Red, and Blue ChuChus contain Green, Red, and Blue Chu Jelly, which you can turn into Green, Red, and Blue Potions at Doc Bandham's Potion Shop on Windfall Island (D2). Hit them with your Grappling Hook to extract their Chu Jelly.

Darknut

Darknut

Darknut with shield

Mighty Darknut

Darknuts are some of the toughest common enemies in the game. Armored from head to toe, these lumbering beasts wield huge swords and are well trained in the arts of war. They are in every dungeon, starting with the Temple of the Gods, and a few other places. Wait for them to attack and press (A) to execute a parry attack when your sword flashes.

To damage a Darknut, remove its helmet (making it vulnerable to jumping attacks) or cut the straps on the back of its armor to remove its breastplate (making it vulnerable to (B) attacks). Properly executed parry attacks will remove a Darknut's armor, as will repeatedly attacking the armor piece with your sword.

You also can sever a Darknut's armor straps by sneaking up behind it and executing any B attack. After an armor piece is missing from a Darknut, attack the exposed part of the Darknut's body with your sword, Hero's Bow, or Boomerang.

Darknut Dance

When fighting more than one Darknut, ZL -target the first one to raise its sword, because it will be the first to attack. If you can keep them clustered in a group, the Darknuts at the back may hit the Darknuts at the front with their attacks, saving you effort.

Most Darknuts carry only swords, which you can knock out of their hands with hits. If you disarm a Darknut, it attacks by punching and kicking, and you don't get an opportunity to hit it with a parry attack. If you leave a disarmed Darknut alone, it rushes to recover its sword. Let the Darknut grab its weapon, because you can then use parry attacks against your adversary again.

Some Darknuts carry round buckler shields, which they use to block most B attacks, even after you remove their armor. Use parries to counter them instead.

Late in the game, you come across Mighty Darknuts, who hold shields and also wear capes to protect their armor straps. To cut the straps, slash or burn away their capes.

Crest Check

All Darknuts carry Knight's Crests. Hit them with your Grappling Hook to steal these spoils from them. Bring 10 Knight's Crests to Orca at Outset Island (B7) and he'll teach Link the Hurricane Spin attack.

Floor Master

Floor Masters haunt the Forsaken Fortress and the Earth Temple, among other places. They disguise themselves as shadowy puddles on the ground. When you approach, they spring out and try to grab you. If a Floor Master pulls you into its shadow, you reappear in another room of the dungeon. They also grab nearby objects (such as skulls, pots, or bombs you've thrown at them) and hurl them at you. Floor Masters are vulnerable to your sword, but to defeat them safely, lure them out of their shadows and then stun them with the Boomerang or shoot them with arrows.

Gyorg

Encountered on the surface of the Great Sea, Gyorgs are sharklike creatures that often hunt in packs. They swim ahead of the King of Red Lions and turn to attack when you change your speed or direction. Gyorgs are vulnerable to bombs, the Boomerang, and the Hero's Bow. Press ZR while sailing to jump over inbound Gyorgs.

Kargoroc

Kargorocs are giant multicolored birds that fly around the peaks of islands, such as Outset Island, Dragon Roost Island, the Forbidden Woods, and the Tower of the Gods, among other places. They transport Moblins and Bokoblins into battle, but they are also formidable foes in their own right.

There's nothing fancy about a Kargoroc's attack—they swoop down to hit you. Kargorocs aren't tough and they're vulnerable to any weapon. Projectile weapons such as the Boomerang and Hero's Bow work best against them, especially when using ZL-targeting.

Golden Goodies

Hit Kargorocs with your Grappling Hook to pull Golden Feathers from them. Give 20 of these to Hoskit at Dragon Roost Island (F2), and he'll send you a Piece of Heart in the mail.

Keese

Keese (left) are batlike enemies in the Forsaken Fortress and Dragon Roost Cavern. They're among the weakest foes in the game. You can defeat them with any weapon, but the Boomerang works best because it can hit them from a distance and can follow their erratic flight patterns.

Fire Keese (right) are a more powerful version of standard Keese. These fiery bats set you aflame if they hit you, which causes more damage than a normal Keese's attack. Like ordinary Keese, Fire Keese are vulnerable to any weapon, especially the Boomerang.

Magtail

You encounter Magtails in Dragon Roost Cavern and a few other sweltering areas. These centipede-like enemies slither toward you along vertical and horizontal surfaces. When they get within striking range, they throw back their heads and strike with their claws. If you hit a Magtail with a normal (B) attack, it curls up into a ball. To defeat Magtails, continue to hit them while they are curled into a ball, or wait for them to get into striking position and press (A) when your sword flashes. This executes a parry attack and defeats them with a single blow. Magtails are immune to lava but vulnerable to water.

Miniblin

Miniblins come in several colors, but they're all the same: small creatures that rely on their numbers to overwhelm you. Miniblins run along walls and drop from ceilings. Listen for their distinctive "di-dink" chatter and defeat them with fast sword combos to keep them from swarming you. Miniblins are located in the Forsaken Fortress, among other places.

Moblin

Moblins are giant pig-nosed brutes that smack Link with their spears and throw their lanterns at him to set him on fire. Strike Moblins with (B) attacks. If they block, wait for them to attack and execute a parry attack with (A) when your sword flashes. You also can stun them with the Boomerang to get them to drop their defenses. Moblins are tough and strong, but they're not bright. Stay on them, and they won't get the better of you.

Moblin Haul

All Moblins wear Skull Necklaces. Hit them with the Grappling Hook to pull off the spoils. Give 20 Skull Necklaces to Maggie's Father at Windfall Island (D2), and he'll give you Treasure Chart #2. Give three Skull Necklaces to Dampa at Windfall Island, and he'll let you play a fun "Piggy-Sitting" minigame, which nets you Treasure Chart #42.

Morth

These largely harmless little guys are the larvae of Mothulas and are found wherever Mothulas are. They hop after Link as he runs past them and attach themselves to him. They do no damage, but Link moves more slowly as more Morths stick to him. Use the Boomerang to defeat them from afar, or Deku Leaf wind blasts to send them flying. Perform a spin attack (hold Ⓑ and release) to defeat them when they're attached to Link.

Mothula

Standard Mothulas (right) look like large, wingless moths with mandibles. They often scurry away and release Morths from their tails rather than stand and fight. They are weak enemies, but chasing them down and hitting them when you're covered in Morths is a challenge.

Some Mothulas are endowed with mothlike wings and can fly around an area dropping Morths (left). Use your Deku Leaf's wind blast or any projectile weapon to knock out their wings and ground them, then defeat them as normal.

Octorok

Octoroks are octopus-like creatures that pop up from the water and fire spiked rocks from their huge snouts. Ocean Octos (left) are in the Great Sea, and River Octos (right) are in the rivers of Forest Haven and Forbidden Woods. To defeat them, hold ZR with your sword drawn to block their rocks with Link's shield. They'll bounce back and knock them out in one shot!

Peahat

Peahats are in many areas, including Forest Haven, Forbidden Woods, the Wind Temple, Hyrule Castle, and Ganon's Tower. The yellow propeller on a Peahat's head allows it to fly through the air and attack you by running into you.

A Peahat is invincible to all attacks, excluding arrows, until you disable its propeller with the Hookshot, a Boomerang hit, or Deku Leaf wind blast. When you disable its propeller, a Peahat is immobilized and vulnerable to any other attack.

Peahat Plunder

Like Kargorocs, you can snatch Golden Feathers from Peahats with the Grappling Hook. Give 20 Golden Feathers to Hoskit at Dragon Roost Island, and his girlfriend will send you a Piece of Heart in the mail!

Poe

Most Poes are in the Earth Temple, though they also lurk in other places. Poes are normally intangible and attack by taking possession of Link, which temporarily reverses your L directions (◀L moves Link right, ▲L moves Link backward, etc.). Defeat a Poe by luring it into sunlight or by reflecting light at it with the Mirror Shield—either will cause the Poe to solidify, making it vulnerable. Light Arrows will also make short work of Poes.

Rat

Rats (right) are found in many indoor and underground areas, especially the Forsaken Fortress. They scurry down walls behind you and hit you to shake loose a few Rupees, which they're quick to carry off. One hit from any weapon defeats Rats, but they move so quickly that the Boomerang is your best option.

Some Rats carry and throw bombs. These creatures are called Bombchus (left). Aside from the bombs and their darker coloring, they are otherwise identical to Rats.

What a Rat-cket

If you spy a Rat hole in a wall, sprinkle some All-Purpose Bait there to get the Rats to stop attacking and open their shop. That's right: baited Rats will offer to sell you items!

ReDead

You encounter these zombie-like enemies in the Earth Temple, among other places. They move slowly, but their piercing shriek temporarily paralyzes Link if he's nearby. To defeat ReDeads, hit them with your sword from behind, or stun them with reflected light from the Mirror Shield before attacking. The jump attack can also help Link close the distance before the ReDead's shriek paralyzes him with fear. The only projectile weapons that can hurt ReDeads are bombs, and it takes three of them to defeat a ReDead.

Seahat

Seahats are enormous versions of Peahats that live exclusively in the Great Sea. They float aloft until you sail near them, then they drop into the water and ram your boat. Hit them with a projectile weapon, such as the Boomerang or Hero's Bow, to knock off their propellers and immobilize them, then hit them again to defeat them.

Stalfos

Stalfoses are giant skeletons armed with spiked clubs. You encounter them in the Earth Temple and Ganon's Tower, among other places. Keep your distance, and these lumbering bony bullies are harmless. If you get too close, they quickly swing their clubs and inflict damage.

Stalfoses are immune to almost every attack when they are whole. To weaken them, either attack them relentlessly with Link's sword until you scatter their bones, or simply toss a bomb. Once their bones are scattered, attack the Stalfos's vulnerable head with swift sword combos (try using the Hookshot to pull the head close). If you take too long, the Stalfos re-forms, and you have to throw another bomb at it to make it vulnerable to Link's sword again.

Warship

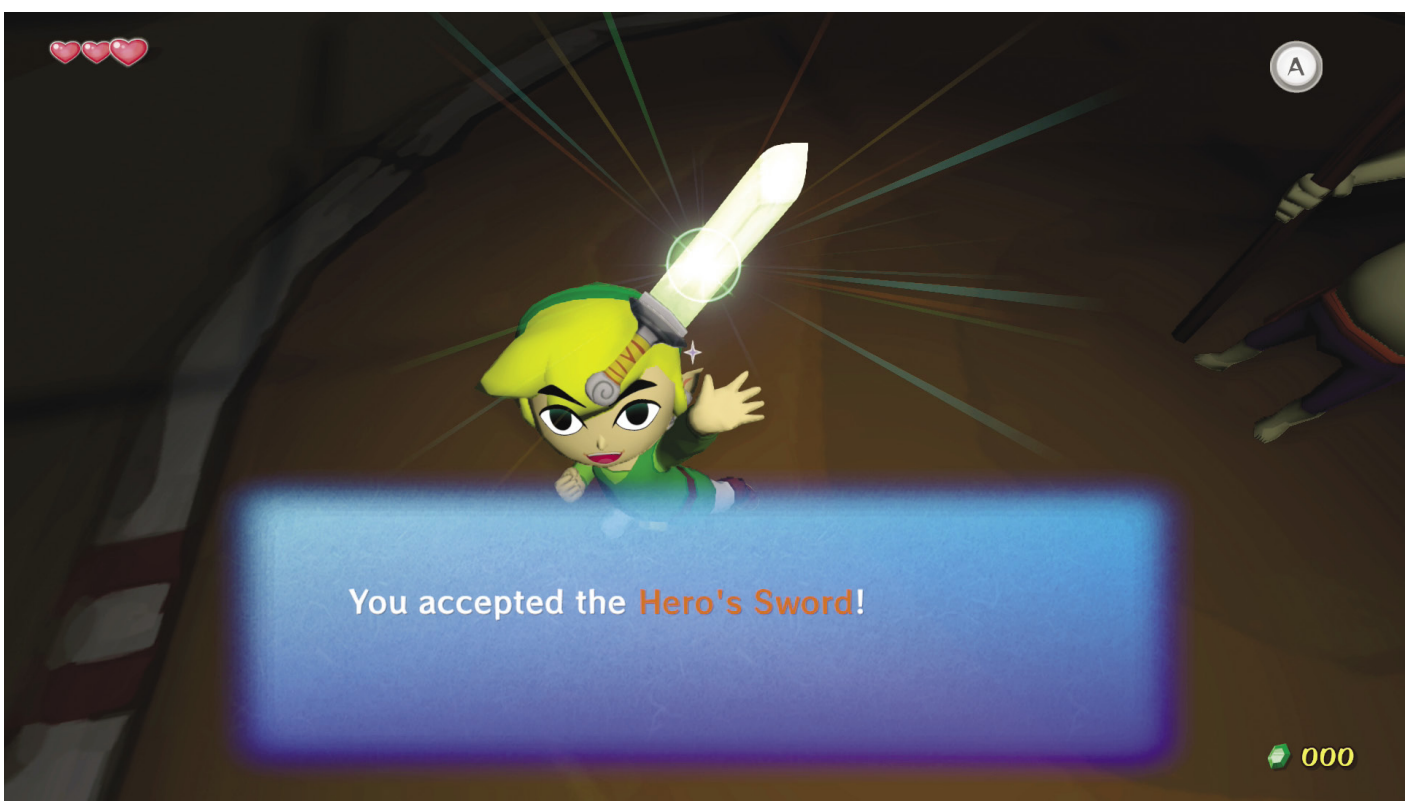
Warships, filled with Ganon's minions and armed with cannons, patrol several areas of the Great Sea. Close on them and pound

Legendary Checklist

Quest Items

With so many things to see and do in *The Legend of Zelda: The Wind Waker HD*, you need a Legendary Checklist to keep track of what you've accomplished...and here it is! Use the following checklists to mark off each item you find and every goal you achieve as you progress through the game.

These checklists are only intended help you keep track of your progress through the game. For detailed information on anything you see on the lists, refer to the walkthrough or the "Islands of the Great Sea" chapters of this guide.



You acquire many items during Link's adventure. Some are crucial and must be acquired to complete the game, while others are used mainly for side quests. The following table lists all of the game's major quest items in alphabetical order.

Quest Items

Name	Location	Comments
Bait Bag	Beedle's Shop Ship (varies)	Sold by Beedle.
Boat's Sail	Windfall Island (D2)	Purchase from Zunari after freeing Tingle from jail.
Bombs	Pirate's Ship (D2)	Obtain from the Pirate Ship during the search for Nayru's Pearl.
Boomerang	Forbidden Woods dungeon (F6)	Found in the dungeon.
Deku Leaf	Forest Haven (F6)	Given to Link by the Deku Tree..
Delivery Bag	Dragon Roost Island (F2)	Given to Link by Quill.
Deluxe Picto Box	Windfall Island (D2)	Show the Picto Box to Lenzo and complete his three special assignments..
Din's Pearl	Dragon Roost Island (F2)	Given to Link by Komali after clearing Dragon Roost Cavern.
Farore's Pearl	Forest Haven (F6)	Given to Link by the Deku Tree after clearing the Forbidden Woods.
Grappling Hook	Dragon Roost Cavern dungeon (F2)	Given to Link by Medli inside the dungeon.
Hero's Bow	Tower of the Gods (E4)	Found in the dungeon.
Hero's Charm	Windfall Island (D2)	Reward for clearing the Savage Labyrinth (all 50 floors) at Outset Island (B7)..
Hero's Shield	Outset Island (B7)	Given to Link by Link's grandma early in the adventure..
Hero's Sword	Outset Island (B7)	Given to Link by Orca early in the adventure.
Hookshot	Wind Temple dungeon (D1)	Found in the dungeon.
Iron Boots	Ice Ring Isle (E6)	Found in the isle's Secret Cave (unfreeze the isle with a Fire Arrow).
Magic Armor	Windfall Island (D2)	Given to Link by Zunari as a reward for completing the trading quest.
Master Sword	Tower of the Gods (E4)	Found in ancient Hyrule.
Mirror Shield	Earth Temple dungeon (C7)	Found in the dungeon.
Nayru's Pearl	Outset Island (B7)	Given to Link by Jabun.
Picto Box	Windfall Island (D2)	Enter the crawl space inside Tingle's jail cell and crawl to a secret chamber.
Pirate's Charm Stone	Pirate Ship	Given to Link by Tetra.
Power Bracelets	Fire Mountain (F3)	Found in the island's Secret Cave (quell the flames with an Ice Arrow).
Skull Hammer	Forsaken Fortress (A1)	Found in the dungeon during the second visit.
Spoils Bag	Pirate Ship	Given to Link by Niko upon completion of his rope-swinging challenge.
Swift Sail	Windfall Island (D2)	Can be won at an auction (visit the Auction House at night).
Telescope	Outset Island (B7)	Given to Link by Aryll early in the adventure.
Triforce Shards	Varies	Seek the eight Triforce Shards to reassemble the Triforce of Courage.
Wind Waker	Dragon Roost Island (F2)	Given to Link by the King of Red Lions.

Legendary Checklist

Songs

After you acquire the Wind Waker, you can conduct magical songs to aid you in your quest. You must learn a song before you can use it. You can learn six songs, one of which is optional—the “Song of Passing.” As you learn each song, check it off on the following table, which lists them in alphabetical order.

Songs

Name	Commands	Effect	Where It’s Learned
Ballad of Gales	Hold L for 4/4 tempo, then play ↑, →, ←, ↓	Warping song	Learn it from Cyclos (god of winds) after hitting him with three arrows; location varies.
Command Melody	Hold L for 4/4 tempo, then play ←, ↑, →, ↑	Control song	Learn it in the Tower of the Gods dungeon (E4).
Earth God’s Lyric	Hold L for 6/4 tempo, then play ↑, ↑, ↑, →, ←, →	Used inside the Earth Temple dungeon (C7)	Learn it from the stone tablet in the cave at Headstone Island (C7).
Song of Passing	→, ←, ↑	Turns day to night and night to day	Learn it from Tott at Windfall Island (D2).
Wind God’s Aria	Hold L for 6/4 tempo, then play ↓, ↓, ↑, →, ←, →	Used inside the Wind Temple dungeon (D1)	Learn it from the stone tablet in the cave at Gale Isle (D1).
Wind’s Requiem	↓, ←, →	Changes the direction of the wind	Learn it at the Wind Shrine off Dragon Roost Island (F2).

Legendary Checklist

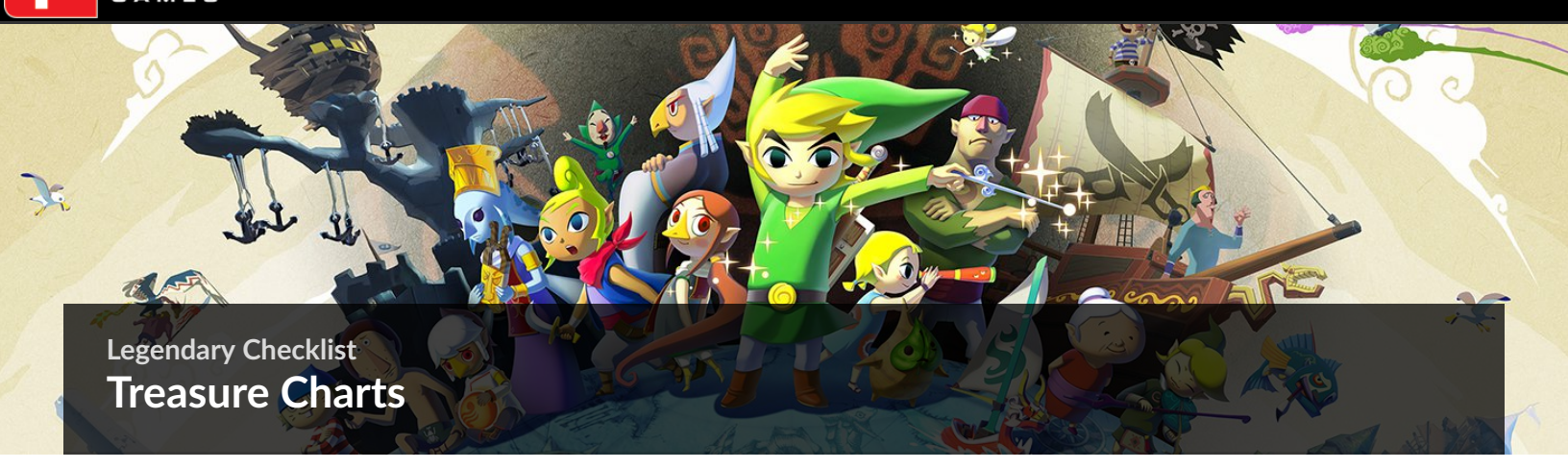
Pieces of Heart

Pieces of Heart are precious collectibles. Each time you find four Pieces of Heart, Link's Life Gauge is extended by one Heart Container. There are 44 Pieces of Heart to collect in all, letting you add 11 Heart Containers to the Life Gauge.

Pieces of Heart are found in many ways. Some are earned by completing certain tasks, minigames, and side quests. Others are found in hard-to-reach places or by using Treasure Charts. The following table lists each Piece of Heart and its location. Each is numbered according to the order in which we cover them in the walkthrough (e.g., you can collect Piece of Heart #1 long before you can get #44). For more information on how to collect each Piece of Heart, see the "Walkthrough" or "Islands of the Great Sea" chapters of this guide.

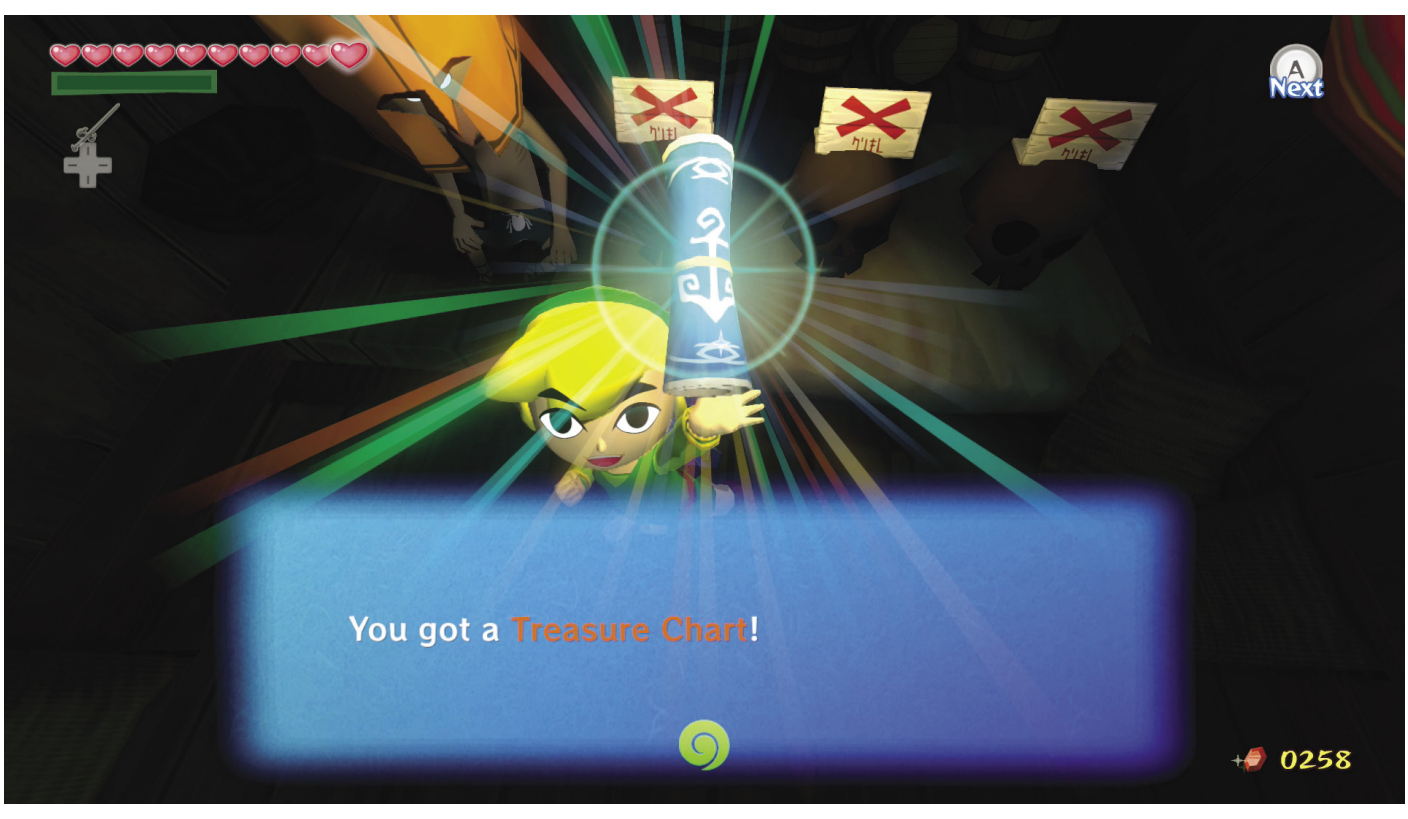
Pieces of Heart

New Piece #	Location	Comments
1	Forsaken Fortress (A1)	It's in a chest inside the Forsaken Fortress.
2	Windfall Island (D2)	Get this by catching all four Killer Bees (beating them at hide-and-seek).
3	Windfall Island (D2)	You get it the first time you win the "Squid Hunt" minigame, no high score.
4	Pawprint Isle (E2)	It's in the island's Secret Cave that you enter by crawling into the dome.
5	Dragon Roost Island (F2)	It's attached to a letter from Baito's mother after you complete the "Mail Center" minigame.
6	Five-Star Isles (G7)	Get it from the submarine found in this sector.
7	Any postbox	It's attached to a letter from the Rito Chieftain for helping his son Komali.
8	Angular Isles (E7)	It's in the chest at the top of the movable blocks of the larger isle.
9	Angular Isles (E7)	From Treasure Chart #15.
10	Flight Control Platform (G2)	Get this the first time you win the "Bird-Man Contest" minigame.
11	Seven-Star Isles (F1)	Get it from the Big Octo found in this sector.
12	Crescent Moon Island (E1)	From Treasure Chart #11.
13	Windfall Island (D2)	Get this at the auction held on the mansion's ground floor at night.
14	Windfall Island (D2)	Get this after helping Anton and Linda go out on a date (Deluxe Picto Box required).
15	Spectacle Island (C2)	You get this the first time you win the "Cannon" minigame.
16	Tingle Island (C3)	Get it from the Big Octo found in this sector.
17	Greatfish Isle (B4)	It's in a chest sitting in a shallow cave; the Deku Leaf is required to reach the chest.
18	Stone Watcher Island (C5)	Get it from the Sea Platform found in this sector (destroy the platform's cannons).
19	Outset Island (B7)	Get this by training with Orca (hit him 500 times or more).
20	Headstone Island (C7)	It's sitting on the island's highest peak; a seagull is required.
21	Diamond Steppe Island (A6)	From Treasure Chart #23.
22	Needle Rock Isle (A5)	Get this from the chest sitting on the island; a seagull is required.
23	Six-Eye Reef (D4)	Get this from the submarine found in this sector.
24	Bomb Island (F5)	It's in the island's Secret Cave (bomb the boulder at the top of the island).
25	Rock Spire Isle (B3)	It's sold at Beedle's Shop Ship for 950 Rupees (Beedle's Chart and Rupee Purse upgrade required).
26	Rock Spire Isle (B3)	Get this from the ring of light left by one of the two nearby Warships found in this sector (bomb the Warships).
27	Star Island (B1)	Get this from the island's Secret Cave (bomb the western boulder to enter).
28	Windfall Island (D2)	Get this from Kreeb after the windmill is working and the lighthouse is lit up.
29	Windfall Island (D2)	It's in the translucent chest sitting on the tiny isle next to Windfall; the lighthouse must be illuminated to reveal the chest.
30	Windfall Island (D2)	You get this from Maggie after you give her Moe's letter.
31	Southern Fairy Island (D6)	From Treasure Chart #4.
32	Rock Spire Isle (B3)	From Treasure Chart #2.
33	Three-Eye Reef (A4)	From Treasure Chart #38.
34	Forest Haven (F6)	From Treasure Chart #31.
35	Five-Star Isles (G7)	From Treasure Chart #33.
36	Pawprint Isle (E2)	From Treasure Chart #30.
37	Outset Island (B7)	Get this from the dark gray soil near the tall grass where Mesa is working. Use All-Purpose Bait to get the fat, gray wild pig to dig for you.
38	Dragon Roost Island (F2)	It's attached to a letter from Hoskit's girlfriend after you give Hoskit 20 Golden Feathers.
39	Bomb Island (F5)	From Treasure Chart #20.
40	Varies	Get this by completing the Withered Deku Tree side quest. It's given to you by the last Deku Tree you water.
41	Thorned Fairy Island (G4)	From Treasure Chart #5.
42	Windfall Island (D2)	You get this after completing Zunari's trading quest (give the Wandering Merchant at Greatfish Isle [B4] the Shop Guru statue).
43	Windfall Island (D2)	Get it from Sam after you decorate the town with trading quest items purchased from Zunari's Stall.
44	Two-Eye Reef (D7)	From Treasure Chart #46.



Legendary Checklist

Treasure Charts



Treasure Charts are blue parchments that reveal the locations of precious sunken treasures around the Great Sea. When you find a Treasure Chart, open it on the Sea Chart map screen. Match the Treasure Chart to the Great Sea islands that you've charted on your Sea Chart with the help of the Fishmen to deduce which island the treasure is located near. Sail to that island to begin your search for the treasure!

When you arrive at the island, you'll notice a beam of light shining up from the spot marked by the "X" on the Treasure Chart. Sail to the shaft of light and use the Grappling Hook to salvage the treasure from the Great Sea.

There are 46 Treasure Charts hidden in the game, each of which leads you to a chest full of valuable goodies. It could be a hoard of Rupees, a special chart, or even a Piece of Heart! The following table tells you where to find every Treasure Chart, where their treasures are located, and what their treasures are. To find out how to get each Treasure Chart, see the "Walkthrough" or "Islands of the Great Sea" chapters.

Treasure Charts

Chart	Chart Location	Chart Notes	Treasure Location	Treasure
1	Forbidden Woods dungeon (F6)	Found in the dungeon.	Private Oasis (E5)	Silver Rupee
2	Windfall Island (D2)	Given to Link by Maggie's father after you give him 20 Skull Necklaces.	Rock Spire Isle (B3)	Piece of Heart #32
3	Forest Haven (F6)	Use the Baba Buds to reach the highest interior ledge, then go outside and Deku Leaf glide to the isle with the chest.	Eastern Fairy Island (E3)	Silver Rupee
4	Beedle's Shop Ship (B3)	Sold by Beedle, but only in this sector.	Southern Fairy Island (D6)	Piece of Heart #31
5	Wind Temple dungeon (D1)	Found in the dungeon.	Thorned Fairy Island (G4)	Piece of Heart #41
6	Tower of the Gods dungeon (E4)	Found in the dungeon.	Six-Eye Reef (D4)	Silver Rupee
7	Windfall Island (D2)	Reward for beating the "Squid Hunt" minigame the second time.	Star Island (B1)	Silver Rupee
8	Horseshoe Island (A7)	Found in the island's Secret Cave.	Western Fairy Island (A3)	Silver Rupee
9	Submarine near Crescent Moon Island (E1)	Found inside the submarine.	Horseshoe Island (A7)	Silver Rupee
10	Crescent Moon Island (E1)	It's in a chest on the island.	Tingle Island (C3)	Silver Rupee
11	Dragon Roost Cavern dungeon (F2)	Found in the dungeon.	Crescent Moon Island (E1)	Piece of Heart #12
12	Earth Temple dungeon (C7)	Found in the dungeon.	Five-Eye Reef (B6)	Silver Rupee
13	Two-Eye Reef (D7)	Destroy all Warships and wall cannons to reveal the chest.	Overlook Island (G1)	Secret Cave Chart
14	Submarine near Headstone Island (C7)	Found inside the submarine.	Tower of the Gods (E4)	Silver Rupee
15	Forbidden Woods dungeon (F6)	Found in the dungeon.	Angular Isles (E7)	Piece of Heart #9
16	Seven-Star Isles (F1)	Defeat all of the Wizzrobes on the Sea Platforms to reveal the chest.	Shark Island (C6)	Silver Rupee
17	Spectacle Island (C2)	Reward for beating the "Cannon" minigame twice.	Ice Ring Isle (E6)	Silver Rupee
18	Windfall Island (D2)	Can be won from the auction house.	Windfall Island (D2)	Purple Rupee
19	Four-Eye Reef (A2)	Destroy all Warships and wall cannons to reveal the chest.	Flight Control Platform (G2)	Island Hearts Chart
20	Earth Temple dungeon (C7)	Found in the dungeon.	Bomb Island (F5)	Piece of Heart #39
21	Cyclops Reef (C4)	Destroy all Warships and wall cannons to reveal the chest.	Cyclops Reef (C4)	Light Ring Chart
22	Submarine near Northern Fairy Island (C1)	Found inside the submarine.	Spectacle Island (C2)	Silver Rupee
23	Windfall Island (D2)	Reward for setting a new high score on the "Squid Hunt" minigame.	Diamond Steppe Island (A6)	Piece of Heart #21
24	Windfall Island (D2)	After sneaking into Lenzo's shop, take a full-color pictograph of Lenzo and Minenco talking. Show the pictograph to Pompie and Vera afterward.	Northern Fairy Island (C1)	Silver Rupee
25	Cliff Plateau Isles (G6)	Found in the island's Secret Cave.	Forsaken Fortress (A1)	Silver Rupee
26	Six-Eye Reef (D4)	Destroy all Warships and wall cannons to reveal the chest.	Northern Triangle Island (D3)	Octo Chart
27	Private Oasis (E5)	Use the Hookshot to reach a chest on the island.	Star Belt Archipelago (G3)	Silver Rupee
28	Horseshoe Island (A7)	Use the Deku Leaf to maneuver Deku Nuts into the island's holes.	Needle Rock Isle (A5)	Silver Rupee
29	Windfall Island (D2)	On the second floor of Lenzo's shop (use the Deku Leaf to glide to the exterior balcony).	Mother & Child Isles (B2)	Silver Rupee
30	Tower of the Gods dungeon (E4)	Found in the dungeon.	Pawprint Isle (E2)	Piece of Heart #36
31	Windfall Island (D2)	Given to Link by Kamo after you show him a full-color pictograph of the full moon.	Forest Haven (F6)	Piece of Heart #34
32	Three-Eye Reef (A4)	Destroy all Warships and wall cannons to reveal the chest.	Boating Course (F7)	Sea Hearts Chart
33	Windfall Island (D2)	Given to Link by Minenco after you take a full-color pictograph of her and show it to her.	Five-Star Isles (G7)	Piece of Heart #35
34	Salvage Corp. (found near E2 and F4)	Given to Link by the Salvage Corp. the first time you meet them.	Eastern Triangle Island (F4)	Silver Rupee
35	Wind Temple dungeon (D1)	Found in the dungeon.	Islet of Steel (B5)	Silver Rupee
36	Ice Ring Isle (E6)	Use a Fire Arrow to melt a frozen chest on the island.	Bird's Peak Rock (G5)	Silver Rupee
37	Rock Spire Isle (B3)	Found in the island's Secret Cave.	Fire Mountain (F3)	Silver Rupee
38	Windfall Island (D2)	Can be won from the auction house.	Three-Eye Reef (A4)	Piece of Heart #33
39	Dragon Roost Cavern dungeon (F2)	Found in the dungeon .	Dragon Roost Island (F2)	Silver Rupee
40	Southern Fairy Island (D6)	Destroy all of the Sea Platforms' cannons to make the chest appear, then Deku Leaf glide to the chest.	Headstone Island (C7)	Silver Rupee
41	Five-Eye Reef (B6)	Destroy all Warships and wall cannons to reveal the chest.	Four-Eye Reef (A2)	Great Fairy Chart
42	Windfall Island (D2)	Reward for completing Dampa's "Piggy-Sitting" minigame.	Gale Isle (D1)	Orange Rupee
43	Horseshoe Island (A7)	Hit the switches on the Sea Platforms to make the chest appear (each platform has a switch).	Outset Island (B7)	Orange Rupee
44	Star Belt Archipelago (G3)	Found in a chest on the Sea Platform.	Southern Triangle Island (D5)	Orange Rupee
45	Windfall Island (D2)	Given to Link by Mrs. Marie after you give her 41 Joy Pendants.	Seven-Star Isles (F1)	Silver Rupee
46	Pawprint Isle (E2)	Found in the island's second Secret Cave; Hookshot the tree to enter.	Two-Eye Reef (D7)	Piece of Heart #44

Legendary Checklist

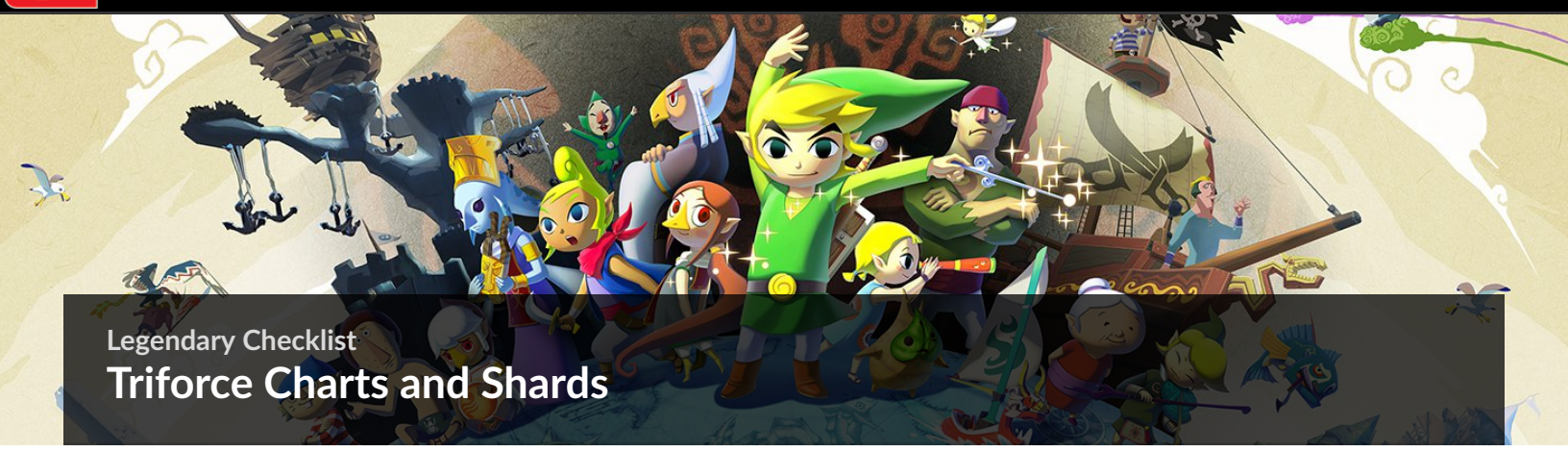
Special Charts

During the course of the game, you find several red Charts, a couple of green Charts, and a blue/brown Ghost Ship Chart (which you must have to enter the Ghost Ship). These charts do not lead to sunken treasure, and they don't add to your chart total.

However, these special charts do provide information on many important items, objects, and areas found in the game. For example, the Great Fairy Chart shows you the eight sectors in which each of the Great Fairies and the Fairy Queen are located. The following table lists the name of each special chart, where and how it's acquired, and what it's useful for.

Special Charts

Chart Name	Location	How to Get It	What It Shows
Beedle's Chart	Any postbox.	Talk to Beedle, then check a postbox the next day.	Sectors where Beedle's Shop Ship is located.
Ghost Ship Chart	Secret Cave of Diamond Steppe Island (A6)..	Open a chest at the Warp Jar puzzle's end (the Hookshot's required).	Ghost Ship locations during different phases of the moon.
Great Fairy Chart	Four-Eye Reef (A2).	Open Treasure Chart #41 and pull up the chest.	Eight Great Fairy locations.
IN-credible Chart	Any postbox..	Free Tingle from jail, and the chart shows up in the mail before you begin to hunt for the pieces of the Triforce of Courage.	Triforce Chart locations.
Island Hearts Chart	Flight Control Platform (G2).	Open Treasure Chart #19 and pull up the chest.	Locations of all Pieces of Heart that are not found by using Treasure Charts.
Light Ring Chart	Cyclops Reef (C4).	Open Treasure Chart #21 and pull up the chest.	Locations of rings of light that appear only during a full moon.
Octo Chart	Northern Triangle Island (D3).	Open Treasure Chart #26 and pull up the chest.	Big Octo locations.
Platform Chart	Submarine near Flight Control Platform (G2).	Clear the submarine of enemies and open the chest.	Sea Platform locations.
Sea Hearts Chart	Boating Course (F7).	Open Treasure Chart #32 and pull up the chest.	Locations of all Treasure Charts that lead to Pieces of Heart.
Secret Cave Chart	Overlook Island (G1).	Open Treasure Chart #13 and pull up the treasure.	Secret Cave locations.
Submarine Chart	Boating Course (F7).	Clear the Secret Cave.	Submarine locations.
Tingle's Chart	Any postbox.	Free Tingle from jail and check the postbox the next day.	A rough drawing of Tingle Island (C3) in relationship to Windfall Island (D2).



Legendary Checklist

Triforce Charts and Shards

After you power up the Master Sword, you must find the eight Triforce Shards that together make up the Triforce of Courage. You can find five of these without any guidance, but three Triforce Charts are required in order to track down the other three.

With the IN-credible Chart you get in the mail from Tingle, you can see where all of the Triforce Charts and Triforce Shards are located. One is locked away inside the mysterious Ghost Ship, which moves around the Great Sea according to the moon's phases. To get that Triforce Chart, you need the Ghost Ship Chart. See the walkthrough for help tracking down all eight Triforce Shards (p. 229).

Triforce Charts

Chart #	Chart Location	Triforce Shard Location
1	Islet of Steel (B5)	Greatfish Isle (B4)
2	Bird's Peak Rock (G5)	Stone Watcher Island (C5)
3	Needle Rock Isle (A5)	Cliff Plateau Isles (G6)

Triforce Shards

Shard #	Location	Associated Triforce Chart
1	Private Oasis (E5)	—
2	Outset Island (B7)	—
3	Ghost Ship	—
4	Stone Watcher Island (C5)	2
5	Stone Watcher Island (C5)	—
6	Overlook Island (G1)	—
7	Greatfish Isle (B4)	1
8	Cliff Plateau Isles (G6)	3

Legendary Checklist

Great Fairies

Eight Great Fairies are scattered across the Great Sea's islands, one of which is the Queen of the Fairy World. Each Great Fairy can only be reached by using items you acquire throughout the game, such as bombs or the Skull Hammer. The following table lists each Great Fairy in order of availability, the upgrade you receive from her, and the items you need to reach her.

After you receive an upgrade from a Great Fairy, you may return to her Fairy Fountain at any time to be healed by her Fairies or to capture Fairies in Empty Bottles for later use. Refer to the "Islands of the Great Sea" chapter for more information on each island's Great Fairies.

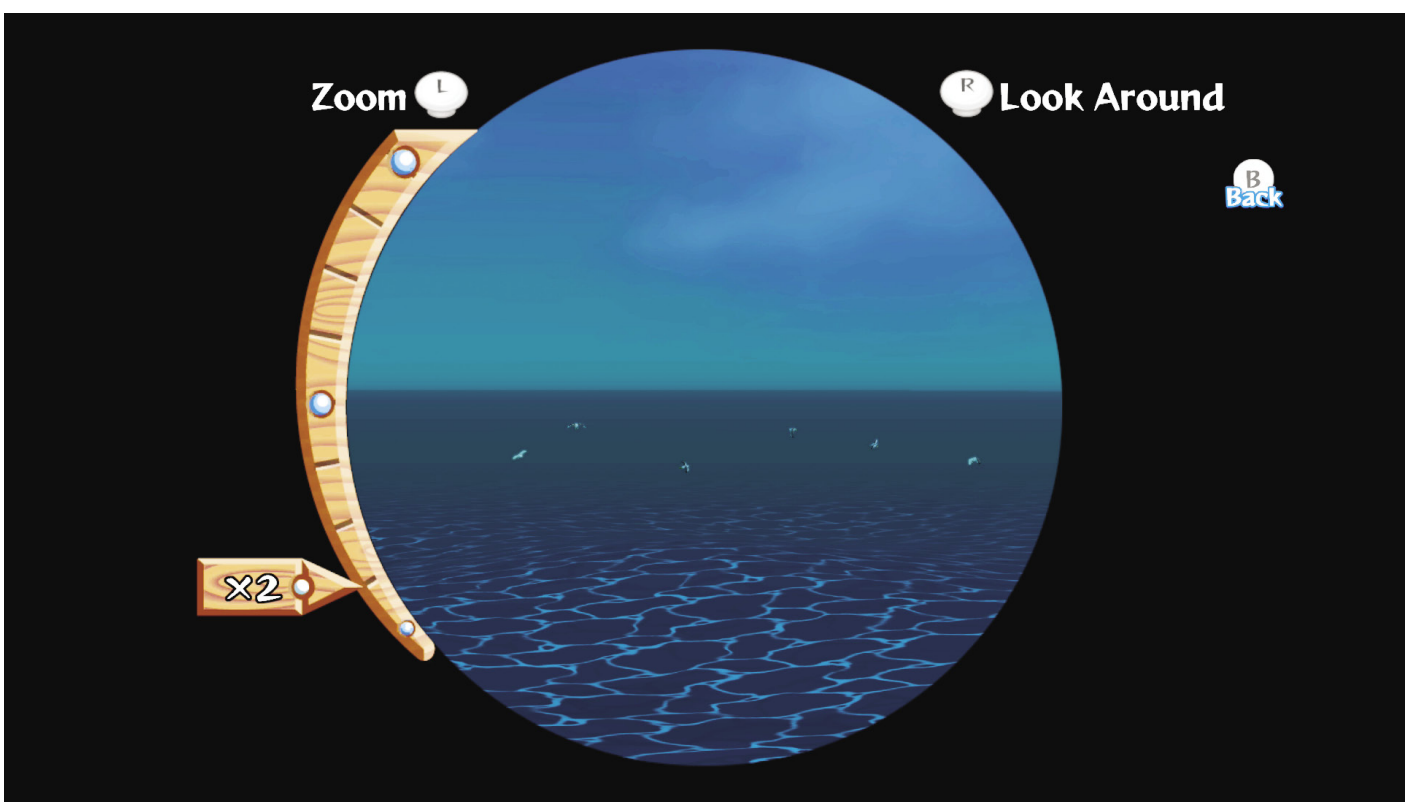
Great Fairies

Number	Location	Upgrade	Items Required	Comments
1	Two-Eye Reef (D7)	Double Magic Meter	Boomerang	Defeat the four-eyed Big Octo in this sector to free this Great Fairy.
2	Northern Fairy Island (C1)	Carry more Rupees	Bombs	
3	Eastern Fairy Island (E3)	Carry more Bombs	Bombs	
4	Southern Fairy Island (D6)	Carry more Bombs	Bombs	
5	Outset Island (B7)	Carry more Rupees	Deku Leaf, Bombs	Glide with your Deku Leaf across the bridge and bomb the forest boulder.
6	Mother & Child Isles (B2)	Fire/Ice Arrows	"Ballad of Gales" song	Use the song to warp inside Mother Isle.
7	Western Fairy Island (A3)	Carry more arrows	Skull Hammer	
8	Thorned Fairy Island (G4)	Carry more arrows	Skull Hammer	

Legendary Checklist

Big Octos

Six Big Octos lurk beneath the Great Sea, waiting to devour unwary vessels. Seek out these massive creatures and defeat them to earn hundreds of Rupees, a couple Pieces of Heart, and a Magic Meter upgrade.



To find a Big Octo, look for flocks of seagulls circling an area in each of the sectors in the following checklist. The Telescope helps you find the circling seagulls from a distance. When you spot them, sail toward them. A Big Octo rises from the water as you approach, capturing you in a whirlpool.

Use the Boomerang to target up to five of the Big Octo's yellow eyes at once. Each eye shuts after suffering three Boomerang hits. When you take out all of the Big Octo's eyes, it sinks, defeated, to the bottom of the sea, leaving behind a ring of light. Sail to the ring of light and use the Grappling Hook to pull up your reward!

Big Octos

Number	Island (Sector)	# of Eyes	Treasure
1	Seven-Star Isles (F1)	12	Piece of Heart #11.
2	Tingle Island (C3)	12	Piece of Heart #16.
3	Diamond Steppe Island (A6)	8	Orange Rupee.
4	Fire Mountain (F3)	8	Orange Rupee.
5	Private Oasis (E5)	8	Orange Rupee.
6	Two-Eye Reef (D7)	4	Double Magic Meter Upgrade.

Legendary Checklist

Submarines

Seven sectors of the Great Sea feature submarines—small, wooden vessels complete with periscopes. Each has a dark doorway leading inside. When you see one, sail up to it, hop off your boat, and swim onto the sub's wooden frame.

Entering a submarine is dangerous. You're always met with a fight inside. Some subs are easy to clear, while others are tougher.

A ladder drops after you defeat all the enemies lurking inside a submarine, allowing you access to a treasure chest. Climb the ladder and claim your hard-earned reward, then exit the sub the same way you entered. Refer to the "Islands of the Great Sea" chapter for more information on the submarines found in each sector.

Submarines

Number	Location	Treasure
1	Northern Fairy Island (C1)	Treasure Chart #22.
2	Crescent Moon Island (E1)	Treasure Chart #9.
3	Flight Control Platform (G2)	Platform Chart.
4	Six-Eye Reef (D4)	Piece of Heart #23.
5	Bomb Island (F5)	Empty Bottle.
6	Headstone Island (C7)	Treasure Chart #14.
7	Five-Star Isles (G7)	Piece of Heart #6.

Legendary Checklist

Sea Platforms

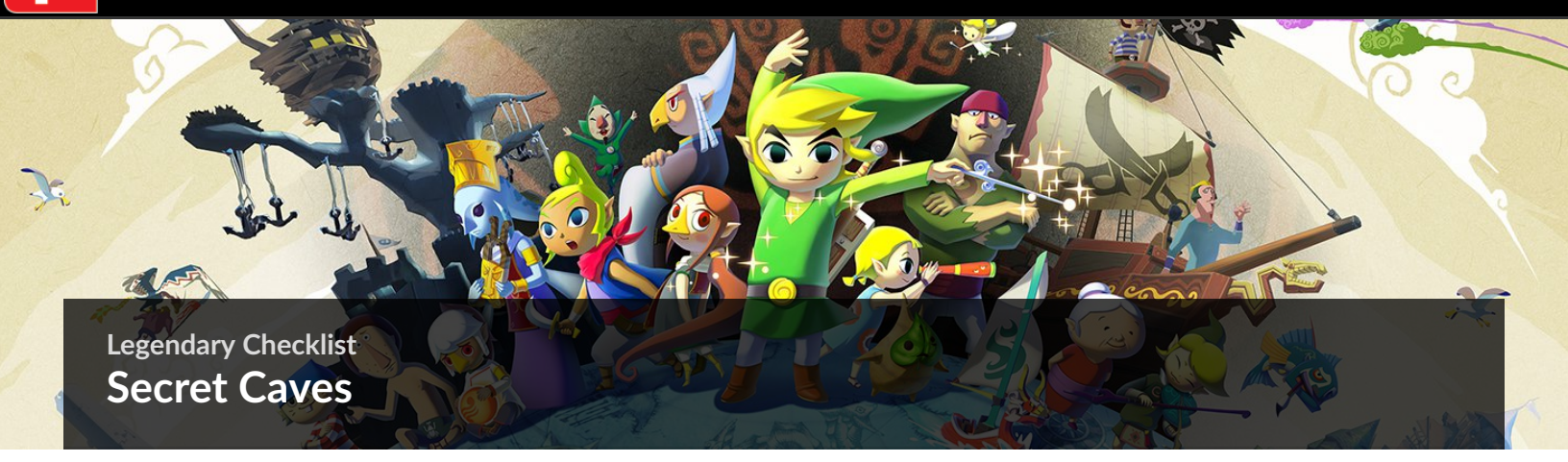
Sea Platforms are the tall towers scattered about the Great Sea. Bokoblins, Kargorocs, or Wizzrobes usually guard them, and some feature mounted cannons. Each platform holds treasure, and one at sector C5 offers a Piece of Heart.

Sometimes a Sea Platform's prize is just sitting in a chest—these are indicated in the following table as "none" in the "Conditions" column. More often, you have to reveal the chest by either defeating all the enemies guarding the platform or by destroying all the platform's cannons.

The following table lists every Sea Platform by sector, the conditions for revealing its chests (if any), the treasure that you get (in the order of the conditions listed), and any helpful comments about the platforms. "Minor rewards" are a small number of Rupees or a modest item, such as an enemy spoil.

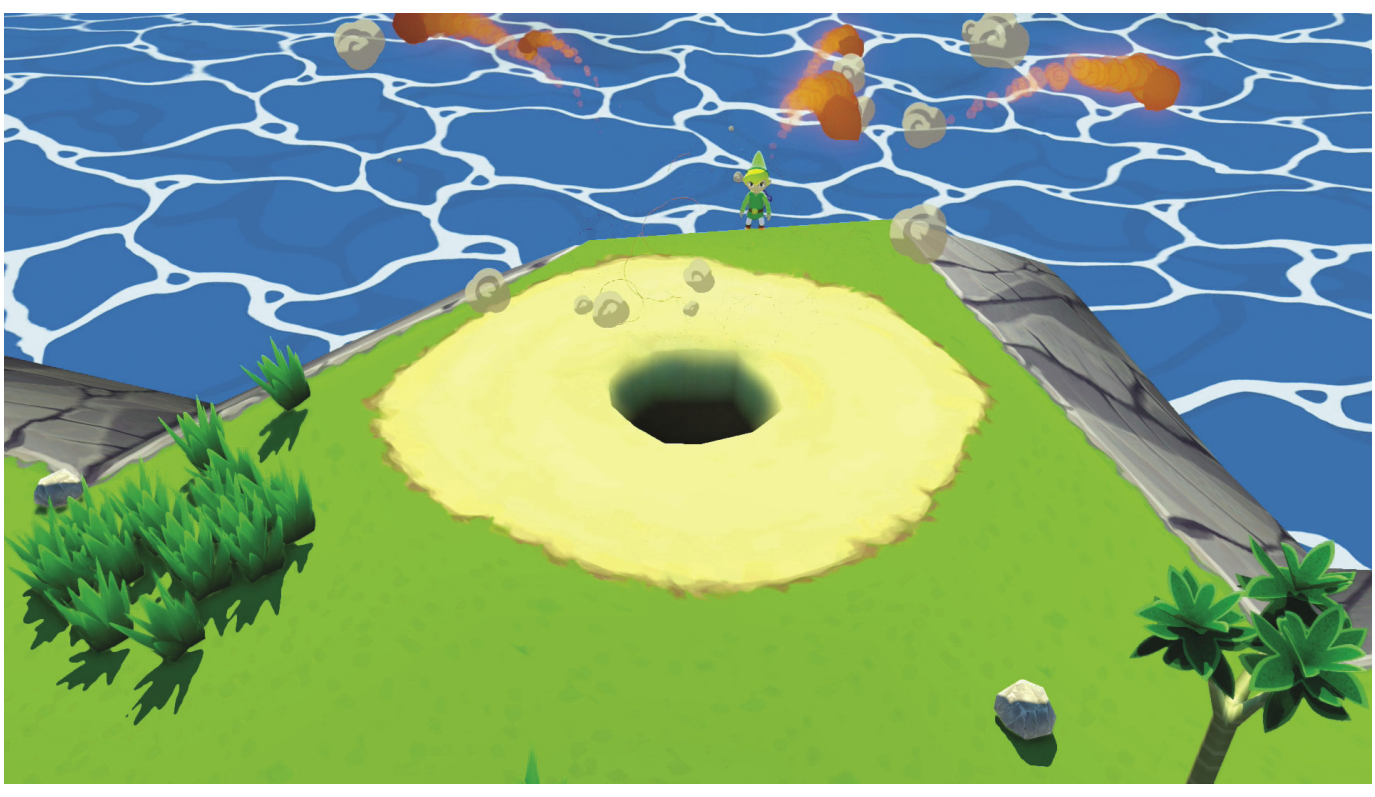
Sea Platforms

Location	# of Platforms	Conditions	Reward	Comments
Star Island (B1)	One	None	Minor rewards	
Seven-Star Isles (F1)	Three	Defeat Wizzrobe, defeat Wizzrobe, defeat Wizzrobes	Treasure Chart #16, minor rewards	Wizzrobes attack in waves.
Pawprint Isle (E2)	One	Defeat Bokoblins	Minor rewards	
Western Fairy Island (A3)	One	Defeat Bokoblins	Skull Necklace	
Rock Spire Isle (B3)	Three	Destroy cannons, destroy cannons, none	Orange Rupee, minor rewards	Jump from the middle platform and use the Deku Leaf to reach the others. Use the updraft to reach the western platform.
Eastern Fairy Island (E3)	One	Defeat Bokoblins	Minor rewards	
Fire Mountain (F3)	One	Destroy cannons, none	Minor rewards	
Star Belt Archipelago (G3)	One	None	Minor rewards	
Cyclops Reef (C4)	One	Defeat Bokoblins	Minor rewards	
Six-Eye Reef (D4)	One	Destroy cannons	Minor rewards	
Thorned Fairy Island (G4)	Two	Destroy cannons, defeat Bokoblins	Minor rewards	Use the Deku Leaf to reach the western platform.
Islet of Steel (B5)	One	Defeat enemies	Minor rewards	
Stone Watcher Island (C5)	One	Destroy cannons, none	Piece of Heart #18, minor rewards	Lots of cannons!
Bomb Island (F5)	One	Defeat Bokoblins	Minor rewards	
Five-Eye Reef (B6)	One	None	Minor rewards	
Southern Fairy Island (D6)	Three	Destroy cannons, destroy cannons	Treasure Chart #40, minor rewards	Destroy the cannons on the two platforms that have ladders, then jump and use the Deku Leaf to reach the middle platform and its chests
Cliff Plateau Isles (G6)	One	None	Minor rewards	
Horseshoe Island (A7)	Two	Step on both switches	Minor rewards	Each platform's switch reveals a chest on the opposite platform
Two-Eye Reef (D7)	One	None	Minor rewards	
Five-Star Isles (G7)	One	Destroy cannons	Minor rewards	

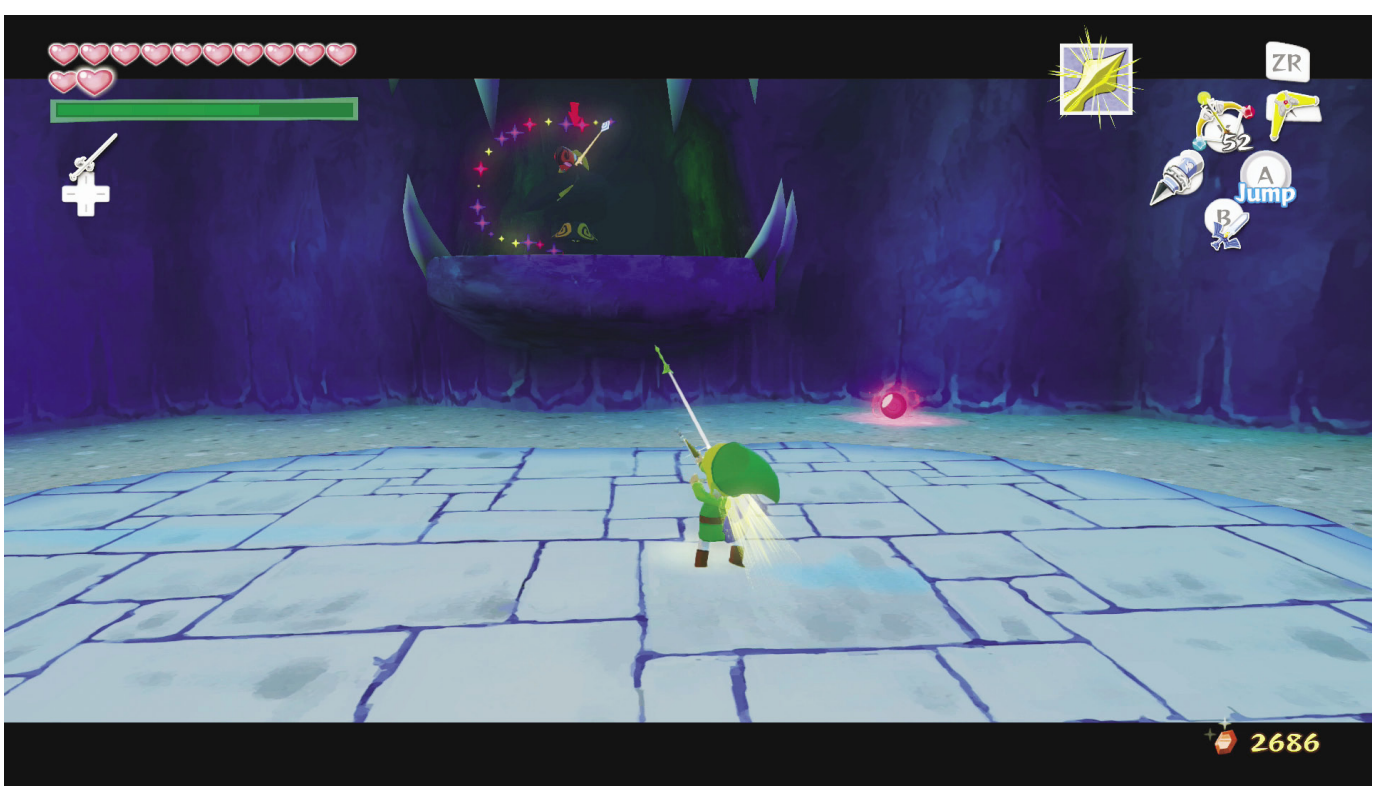


Legendary Checklist

Secret Caves



Secret Caves are found on many of the Great Sea's islands. Drop into small, dark holes to enter them, then search for valuable treasure inside. Often you need a certain item to enter a Secret Cave. For example, you may need to set a bomb and blast away a large boulder to reveal the hole that leads to a Secret Cave.



Be ready for anything when you enter a Secret Cave. Some of the most trying battles are fought inside these forgotten places. Defeat all enemies to reveal the Secret Cave's hidden chest.

To exit a Secret Cave, return to the spot where you dropped in, and step into the magical shaft of light that transports you back outside. If you've fallen into a situation for which you're not prepared, there's no shame in beating a retreat. Use the following table to keep track of the Secret Caves you've cleared.

Secret Caves

Location	Entry Requirements	Objective	Reward
Star Island (B1)	Bomb the western boulder.	Defeat enemies.	Piece of Heart #27
Overlook Island (G1)	Hookshot up the palm trees.	Defeat enemies.	Triforce Shard #6
Pawprint Isle (E2)	Crawl into the large dome.	Proceed through the short cavern and bomb the two boulders inside.	Piece of Heart #4, Joy Pendant, purple Rupee
Pawprint Isle (E2)	Hookshot up to the wooden statue on the island's "middle toe".	Defeat enemies.	Treasure Chart #46
Dragon Roost Island (F2)	Bomb the boulder near the Wind Shrine.	Defeat enemies.	Purple Rupee
Rock Spire Isle (B3)	Bomb the higher boulders.	Light the torches and defeat the Keeses.	Treasure Chart #37
Fire Mountain (F3)	Shoot the fire column with an Ice Arrow and climb to the top.	Open chest.	Power Bracelets
Needle Rock Isle (A5)	Melt the ice block with a Fire Arrow.	Light the six torches with Fire Arrows.	Orange Rupee
Stone Watcher Island (C5)	Lift the large stone face (Power Bracelets required).	Clear each room of enemies, play the "Wind's Requiem" at the Wind Crest.	Triforce Shard #5
Private Oasis (E5)	Use the Grappling Hook on the pole inside the cabana to enter the fireplace.	Proceed through the short cavern.	Triforce Shard #1
Bomb Island (F5)	Bomb the boulder on top of the island.	Proceed through the two rooms.	Piece of Heart #24
Bird's Peak Rock (G5)	Activate each switch on the peaks with a seagull.	Play the "Wind's Requiem" at the Wind Crest.	Triforce Chart #2
Diamond Steppe Island (A6)	Hookshot up the palm trees.	Proceed through the short Warp Jar maze.	Joy Pendant, Ghost Ship Chart
Shark Island (C6)	Activate all four switches (Skull Hammer and Iron Boots required).	Defeat enemies.	Silver Rupee
Ice Ring Isle (E6)	Shoot the large stone dragon's mouth with a Fire Arrow and enter the dragon's mouth.	Proceed through the short cavern.	Iron Boots
Ice Ring Isle (E6)	After you get the Iron Boots from the first Secret Cave, equip them and walk into the wind and drop down the hole.	Melt and defeat the enemies inside this "secret Secret Cave"	Orange Rupee
Cliff Plateau Isles (G6)	Proceed across the smaller isles and drop down the hole at the last one.	Navigate through the short cavern, use the exit on the other side (Deku Leaf and Fire Arrows required).	Joy Pendant (Treasure Chart #25 on larger isle, use the Secret Cave's other exit to reach it)
Horseshoe Island (A7)	Use the Deku Leaf to push the Deku Nuts into the holes.	Defeat enemies.	Treasure Chart #8
Outset Island (B7)	Use the Deku Leaf to reach the Forest of Fairies and bomb the boulder inside the forest.	Talk to Great Fairy.	Rupee Purse upgrade
Outset Island (B7)	Use the Deku Leaf to reach the large stone face and lift it (Power Bracelets required).	Clear every floor of enemies. Use the Mirror Shield on the large statue found on the 30th floor to go down to the 50th floor.	Triforce Shard #2, Piece of Heart #44
Angular Isles (E7)	Use the Deku Leaf (or Hookshot) from the larger isle to reach the smaller isle.	Solve the block puzzle and use the Mirror Shield from the top of the block stack to reveal the translucent chest.	Silver Rupee
Boating Course (F7)	Use the Deku Leaf to glide from the main isle to the smaller northern isle.	Use the Boomerang to activate the three switches.	Submarine Chart

Legendary Checklist

Rings of Light

According to the Light Rings Chart, certain rings of light appear only during a full moon. Seek these out to pull up Rupees. Learn the “Song of Passing” from Tott at Windfall Island (D2) and use it to quickly advance to a full-moon night.

Rings of Light (Full Moon Only)

Location	# of Rings	Rewards
Seven-Star Isles (F1)	Three	Red Rupees
Northern Triangle Island (D3)	Four	Red Rupees
Star Belt Archipelago (G3)	Two	Red Rupee, purple Rupee
Greatfish Isle (B4)	Four	Red Rupees
Five-Star Isles (G7)	Three	Red Rupees

Legendary Checklist

Blue ChuChus

Blue ChuChus are rare enemies found only on certain islands of the Great Sea. Defeating a Blue ChuChu earns you a rare Blue Chu Jelly, which is used to create the Blue Potion at the Chu Jelly Juice Shop on Windfall Island (D2). Blue Potions fully replenish Link's Heart and Magic Meters, making it the second-best potion (next to Grandma's Elixir Soup).

You need 15 Blue Chu Jellies to get Doc Bandham at Windfall Island (D2) to create the Blue Potion. After that, you can purchase as many Blue Potions from the shop as you want or get a Blue Potion in exchange for five Blue Chu Jellies.

Each Blue ChuChu drops only one Blue Chu Jelly—you can't get a second Blue Chu Jelly from the same Blue ChuChu; it drops a yellow Rupee instead.

The following table lists the islands where you can find each Blue ChuChu. Defeat these enemies while exploring the islands below and collect their valuable Blue Chu Jelly!

Blue ChuChu Locations

Island (Sector)	Comments
Star Island (B1)	Bomb the large southwestern boulder.
Northern Fairy Island (C1)	
Crescent Moon Island (E1)	Find two Blue ChuChus here.
Overlook Island (G1)	The Hookshot's required.
Mother & Child Isles (B2)	It's on Child Isle.
Spectacle Island (C2)	It's under the bridge.
Western Fairy Island (A3)	
Rock Spire Isle (B3)	Bombs are required .
Tingle Island (C3)	
Eastern Fairy Island (E3)	
Thorned Fairy Island (G4)	
Stone Watcher Island (C5)	It's behind the large stone face.
Bird's Peak Rock (G5)	It's above the steel door; a Grappling Hook is required.
Diamond Steppe Island (A6)	The Hookshot is required.
Shark Island (C6)	Solve the switch puzzle to create an updraft (Skull Hammer and Iron Boots are required). Use the Deku Leaf and updraft to reach the island's highest part.
Southern Fairy Island (D6)	
Cliff Plateau Isles (G6)	It's on top of the largest, tallest isle. Travel through the Secret Cave to reach it; Fire Arrows are required.
Angular Isles (E7)	It's on top of the larger isle.
Boating Course (F7)	It's on top of the large gray stone on the smaller isle. Use the Deku Leaf from the larger isle to reach it.

Legendary Checklist

Withered Deku Trees

Following the celebration that ensues after you clear the Forbidden Woods dungeon and rescue the Korok named Makar, eight Withered Deku Trees appear on eight islands across the Great Sea. These are supposed to be the Deku Trees of the future, but they can't grow!

Fill an Empty Bottle with Forest Water, which is found only inside Forest Haven. Then travel to each Withered Deku Tree and water it. You must hurry, for outside air transforms the Forest Water into ordinary water in 30 minutes. Fortunately, your bottle of Forest Water can be used multiple times—it never runs out!

Because Forest Water changes to ordinary water in 30 minutes, you must move fast as you travel from tree to tree. You must water all eight Withered Deku Trees within the 30-minute limit. Unless you have the "Ballad of Gales" warping song or the Swift Sail, you won't have much chance to reach all eight trees before time runs out.

We've figured out the best route to take as you travel to each Withered Deku Tree. Use the following list as your guide in completing this side quest, and check off each Deku Tree as you go. With our method, you'll have ample time to complete this task as long as you're quick (we finished with more than 5 minutes to spare).

Successfully complete this side quest to receive Piece of Heart #26 from the last Withered Deku Tree you water (which is found at Star Island [B1] according to our method).

Withered Deku Trees

Location	Comments
Cliff Plateau Isles (G6)	Sail east from Forest Haven; travel through Secret Cave to reach Deku Tree.
Shark Island (C6)	Warp to Southern Fairy Island (D6); sail west.
Greatfish Isle (B4)	Warp here. The Deku Tree is on the southeastern isle (follow the corkscrew path).
Needle Rock Isle (A5)	Sail southwest from Greatfish Isle (B4).
Private Oasis (E5)	Warp to Tower of the Gods (E4); sail south.
Eastern Fairy Island (E3)	Warp back to Tower of the Gods (E4); sail north.
Mother & Child Isles (B2)	Warp to Tingle Isle (C3); sail northwest to Child Isle.
Star Island (B1)	Sail north from Mother & Child Isles.

Legendary Checklist

Beedles Shop Ship

Beedle is a traveling merchant who sails the Great Sea in his Shop Ship, selling wares that include the valuable Bait Bag. The following table lists the islands where you can find Beedle's Shop Ship, what he has for sale at each location, and the prices for each item.

To enter Beedle's Shop Ship, swim to one of the barrels near the ship's front. Climb on, then enter the doorway leading into the ship. Beedle's wares vary depending on how far into the adventure you've gotten.

Beedle's Shop Ships

Island (Sector)	Items for Sale (Cost)
Spectacle Island (C2)	Hyoi Pear (10 Rupees), All-Purpose Bait (30 Rupees), 30 bombs (60 Rupees)
Windfall Island (D2)	10 arrows (30 Rupees), 30 arrows (60 Rupees), All-Purpose Bait (30 Rupees)
Pawprint Isle (E2)	Hyoi Pear (10 Rupees), All-Purpose Bait (30 Rupees), 30 bombs (60 Rupees)
Dragon Roost Island (F2)	Hyoi Pear (10 Rupees), All-Purpose Bait (30 Rupees), 30 bombs (60 Rupees)
Rock Spire Isle (B3)	Empty Bottle (500 Rupees), Piece of Heart #22 (950 Rupees), Treasure Chart #4 (900 Rupees). After you buy these, Beedle sells 30 bombs (60 Rupees), 30 arrows (60 Rupees), Red Potion (30 Rupees).
Greatfish Isle (B4)	30 arrows (60 Rupees), 30 bombs (60 Rupees), Red Potion (30 Rupees)
Tower of the Gods (E4)	30 arrows (60 Rupees), 30 bombs (60 Rupees), Red Potion (30 Rupees)
Eastern Triangle Island (F4)	Hyoi Pear (10 Rupees), All-Purpose Bait (30 Rupees), 30 bombs (60 Rupees)
Southern Triangle Island (D5)	Hyoi Pear (10 Rupees), All-Purpose Bait (30 Rupees), 30 bombs (60 Rupees)
Shark Island (C6)	30 arrows (60 Rupees), 30 bombs (60 Rupees), Red Potion (30 Rupees)
Forest Haven (F6)	Hyoi Pear (10 Rupees), All-Purpose Bait (30 Rupees), 30 bombs (60 Rupees)
Outset Island (B7)	Hyoi Pear (10 Rupees), All-Purpose Bait (30 Rupees), 30 bombs (60 Rupees)

Legendary Checklist

Shops and Vendors

Besides Beedle's Shop Ships, several other shops and vendors sell their goods at various islands. Use the checklist below to make sure you visit each one or to determine which shop has the best prices for the items you require. The shops listed here are organized by the sectors in which they're located (according to the Sea Chart).

Shops and Vendors

Location	Shop Name	Items (Cost)
Windfall Island (D2)	Bomb Shop	10 bombs (20 Rupees), 20 bombs (35 Rupees), 30 bombs (50 Rupees)
Windfall Island (D2)	Chu Jelly Juice Shop	Red Potion (20 Rupees), Green Potion (10 Rupees), Blue Potion (60 Rupees)
Windfall Island (D2)	Pictography Shop	Legendary Pictographs (50 Rupees each)
Windfall Island (D2)	Zunari's Stall	Sail (80 Rupees), Trading quest items (varies)
Forest Haven (F6)	Hollo's Forest Potion Shop	Blue Potion (four Boko Baba Seeds)
Outset Island (B7)	Grandma's House	Elixir Soup (free)

Legendary Checklist

Minigames

The Legend of Zelda: The Wind Waker HD features several minigames. Use the following table to track them down, and check off each minigame as you complete it. The table lists only those minigames that you can play as many times as you want. One-time-only minigames (such as playing hide-and-seek with the Killer Bees at Windfall Island) are not included.

Minigames

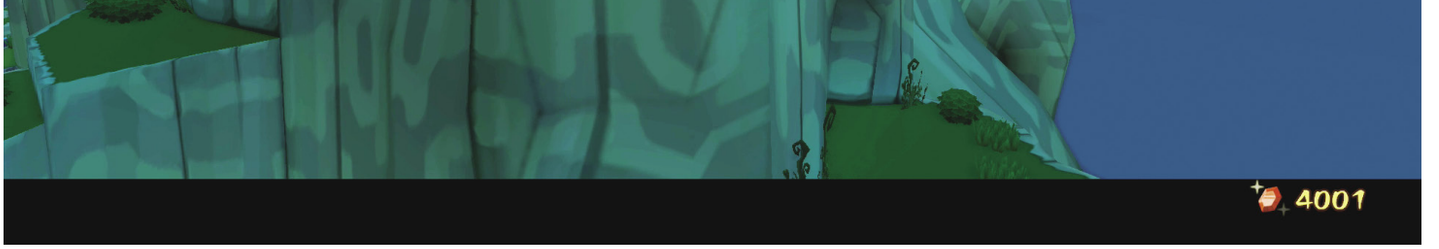
Island (Sector)	Game	Description	Cost	Reward(s)
Spectacle Island (C2)	Cannon Minigame	Destroy five barrels using only 10 shots.	50 Rupees	Piece of Heart #12 (first win), Treasure Chart #17 (second win), orange Rupee (every other win)
Windfall Island (D2)	Squid-Hunt	Aim to sink squid in a fun, familiar board game.	10 Rupees	Piece of Heart #3 (first win, no high score), Treasure Chart #17 (second win, no high score), purple Rupee (win three or more times, no high score), Treasure Chart #23 (set high score), orange Rupee (set high score twice or more)
Windfall Island (D2)	Piggy-Sitting	Collect all three of Dampa's Pigs before time expires.	3 Skull Necklaces	Purple Rupee
Dragon Roost Island (F2)	Mail Center	Speed-sort the mail.	Free	Rupees (every play until you sort 25 letters or more, varies), red Rupee and Piece of Heart #5 (impress Baito, mail his letter, check any postbox the next day), Rupees (every play afterward, get 25 or more, amount varies)
Flight Control Platform (G2)	Bird-Man Contest	Use the Deku Leaf to fly; you're judged on distance.	10 Rupees	Piece of Heart #10 (first win), purple Rupee (second win or more)
Private Oasis (E5)	Sliding Picture Puzzle	Move pieces around to create the picture shown on the opposite wall.	Free	50 Rupees for each puzzle you solve, 200-Rupee bonus if you solve all of them
Outset Island (B7)	Combat Training	Fight against Orca using only your sword and shield.	Free	Purple Rupee (100 hits), Orange Rupee (300 hits), Piece of Heart #9 (500 hits), Silver Rupee (1,000 hits)
Boating Course (F7)	Boating Course	Sail around a course and collect Rupees before time expires.	30 Rupees	Up to 150 Rupees
Any Island	Target Practice	Shoot the Fishman with arrows.	Free	10 Rupees per hit, 200 Rupees for 10 hits

Legendary Checklist

Nintendo Gallery

When you get your hands on the Deluxe Picto Box, a whole new world of adventure and excitement is available to you: the Nintendo Gallery!

The Nintendo Gallery, located on the Forest Haven's northern isle (F6), is where you take your color pictographs to have them made into beautiful, lifelike figurines.



First, open the hatch that leads to the Nintendo Gallery. Do this by flying a seagull into the switch found on the side of Forest Haven. Talk to Manny, who's standing near the entry hatch, for a hint. While you're at it, check out the cool design on his shoulder bag.

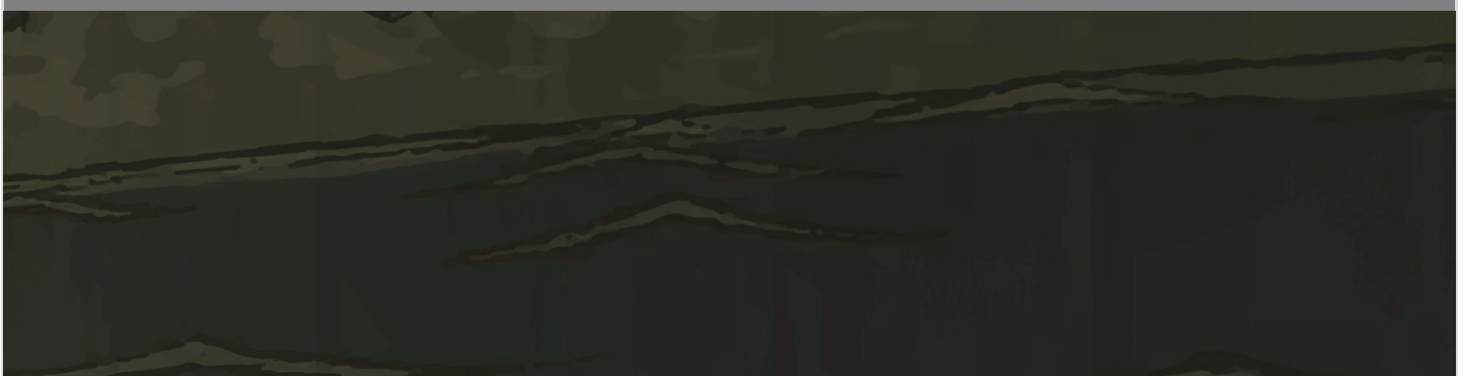
When the hatch opens, you may enter the Nintendo Gallery. Don't get too excited—you're not an official member yet!

To become a Nintendo Gallery member, show Carlov (the man behind the counter) a well-taken, full-color pictograph of any person or enemy on the following lists. Carlov then makes you an honorary member of the Nintendo Gallery and makes a figurine of the pictograph you've shown him.

It takes Carlov one full day to create a figurine, so learn the "Song of Passing" to speed things up!

When the new day dawns, enter the Nintendo Gallery again and talk to Carlov, who informs you that he's completed his work. Follow his instructions as to which door to enter, then check out your new figurine. Press # to read about each one.

Knuckle's Figurine



Knuckle's figurine is one of the more challenging ones to unlock. To find and photograph Knuckle, you must first bomb a specific spot in each of the five major dungeons to expose a super-secret chest that contains a Tingle Statue. Collect all five Tingle Statues (one from each dungeon), and Knuckle will appear on Tingle Island, ready for his photo shoot. For help in locating each Tingle Statue, please refer to the dungeon maps in the walkthrough.

Now that you're a sworn-in member of the Nintendo Gallery, it's time to see how devoted to the cause you are. The daunting tables that follow list every figurine you can have Carlov make for you, grouped according to the seven figurine rooms inside the Nintendo Gallery.

If you fill each room of the Nintendo Gallery with figurines, you've earned yourself a nap. What are you waiting for? Those pictographs aren't going to take themselves!

Nintendo Gallery Figurines

Dragon Roost Island Room

Name	Comments
Baito	—
Basht and Bisht	Two-figure set. Take a pictograph of either one.
Chieftain	—
Hoskit	—
Ilari	—
Koboli	—
Kogoli	Take a pictograph of Kogoli before exploring Dragon Roost Cavern.
Komali	Two-figure set of younger and older Komali. Take a pictograph of him.
Laruto	Purchase Laruto's Legendary Pictograph from Lenzo at Windfall Island (D2).
Medli	—
Namali	—
Obli	—
Pashli	—
Quill	The only way to get Quill's figurine is to take the Rito Chieftain's pictograph (you get them both by taking a pictograph of the Chieftain).
Skett and Akoot	Two-figure set. Take a pictograph of either one.
Valoo	—
Willi	—
Zephos and Cyclos	Two-figure set. To get this figurine, you must take Cyclos's pictograph as you're being sucked into his cyclone and before you defeat him with the Hero's Bow.

Dungeon Room

Name	Comments
Armos	—
Armos Knight	—
Boko Baba	—
Bokoblin	Three-figure set. Take a pictograph of any type of Bokoblin.
ChuChu	Five-figure set. Take a pictograph of any type of ChuChu.
Floor Master	—
Gyorg	—
Kargoroc	—
Keese and Fire Keese	Two-figure set. Take a pictograph of any type of Keese.
Magtail	—
Miniblin	Four-figure set. Take a pictograph of any type of Miniblin.
Morth	—
Octorok	Two-figure set. Take a pictograph of any type of Octorok.
Peahat	—
Poe	Four-figure set. Take a pictograph of any type of Poe.
Rat	Two-figure set. Take a pictograph of any type of Rat.
Red Bubble and Blue Bubble	Two-figure set. Take a pictograph of either Bubble.

ReDead	—
Seahat	—

Forest Haven Room

Name	Comments
Aldo	Appears at Cliff Plateau Isles (G6) after you clear the Forbidden Woods dungeon.
Carlov the Sculptor	—
Deku Tree	—
Drona	Appears at Private Oasis (E5) after you clear the Forbidden Woods dungeon.
Elma	Appears at Needle Rock Isle (A5) after you clear the Forbidden Woods dungeon.
Fado	Purchase Fado's Legendary Pictograph from Lenzo at Windfall Island (D2).
Hollo	—
Irch	Appears at Shark Island (C6) after you clear the Forbidden Woods dungeon.
Linder	Appears at Greatfish Isle (B4) after you clear the Forbidden Woods dungeon.
Makar	—
Manny	—
Oakin	Appears at Star Island (B1) after you clear the Forbidden Woods dungeon.
Olivio	Appears at Eastern Fairy Island (E3) after you clear the Forbidden Woods dungeon.
Rown	Appears at Mother & Child Isles (B2) after you clear the Forbidden Woods dungeon.

Forsaken Fortress Room

Name	Comments
Big Octo	To make their figurine, take a pictograph of a Big Octo before you defeat them all.
Darknut	Normal type.
Darknut	Carrying a shield.
Mighty Darknut	Wearing a cape. To get this figurine, take this Darknut's pictograph between your final visit to Ganon's Tower and the final boss fight with Ganon at the game's end.
Ganon	Either purchase Ganon's Legendary Pictograph from Lenzo at Windfall Island (D2) or take his pictograph during the final boss fight in Ganon's Tower. If you chose the latter, save your game after taking the pictograph, then reset to return to the room where you battled Phantom Ganon.
Gohdan	Take Gohdan's pictograph while he's on the wall after you defeat him.
Gohma	Attempt to take Gohma's pictograph when you fight it the first time. If you miss it, try again in Ganon's Tower
Helmaroc King	Take the Helmaroc King's pictograph before you defeat him.
Jalhalla	Attempt to take Jalhalla's pictograph when you fight it the first time. If you miss it, try again in Ganon's Tower.
Kalle Demos	Attempt to take Kalle Demos's pictograph when you fight it the first time. If you miss it, try again in Ganon's Tower.
Moblin	—
Molgera	Attempt to take Molgera's pictograph when you fight it the first time. If you miss it, try again in Ganon's Tower.
Mothula	—
Phantom Ganon	Take a pictograph of Phantom Ganon before you defeat him for the last time in Ganon's Tower.
Puppet Ganon	Take a pictograph of Puppet Ganon in Humanoid Boar form (during the Puppet Ganon boss fight in Ganon's Tower). After taking the pictograph, save your game and reset to return to the room where you battled Phantom Ganon.
Stalfos	—
Wizzrobe	Two-figure set. Take a pictograph of any color of Wizzrobe.
Wizzrobe	The mini-boss inside the Wind Temple dungeon who wears a mask. Take this pictograph before you defeat the Wizzrobe.

Ocean Room

Name	Comments
Ankle	—
Beedle	—
David, Jr.	—
Fairy	—
Fairy Queen	Purchase the Fairy Queen's Legendary Pictograph from Lenzo at Windfall Island (D2).
Gonzo	You get Gonzo's figurine by taking Tetra's pictograph on your first play through the game.
Great Fairy	Purchase the Great Fairy's Legendary Pictograph from Lenzo at Windfall Island (D2).
King of Hyrule	Purchase the King of Hyrule's Legendary Pictograph from Lenzo at Windfall Island (D2).
Knuckle	Find all five Tingle Statues hidden in the dungeons (one per dungeon) and return them to Tingle at Tingle Island (C3) to make Knuckle appear there.
Loot	—
Mako	You get Mako's figurine by taking Tetra's pictograph on your first play through the game.
Fishman	—
Niko	You get Niko's figurine by taking Tetra's pictograph on your first play through the game.
Nudge	You automatically get Nudge's figurine by taking Tetra's pictograph on your first play through the game.
Old Man Ho-Ho	—
Princess Zelda	You get Princess Zelda's figurine after you purchase the King of Hyrule's legendary pictograph from Lenzo at Windfall Island and take it to Carlov. You can also take her pictograph during the final boss fight in Ganon's Tower. If you choose the latter, save your game after you take Zelda's pictograph, then reset to return to the tower's entrance.
Senza	You get Senza's figurine by taking Tetra's pictograph on your first play through the game.
Tetra	Take Tetra's pictograph after the Helmaroc King boss fight at the Forsaken Fortress (A1), but before she realizes that she's Princess Zelda during the cutscene at the Tower of the Gods (E4).
Salvage Corp.	—
Salvatore	—
Tingle	—
Wandering Merchant	Three-figure set. Take a pictograph of any Wandering Merchant to get this figurine.
Zuko	You get Zuko's figurine by taking Tetra's pictograph on your first play through the game.

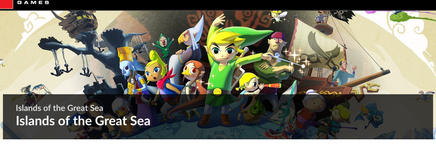
Outset Island Room

Name	Comments
Abe	—
Aryll	You can only get Aryll's figurine by taking a pictograph of Grandma on your first play through the game.
Crab	—
Grandma	—
Jabun	Purchase Jabun's Legendary Pictograph from Lenzo at Windfall Island (D2).
Joel	—
Mesa	—
Orca	—
Rose	—
Seagull	—

Sturgeon	—
Sue-Belle	—
Wild Pig	—
Zill	—

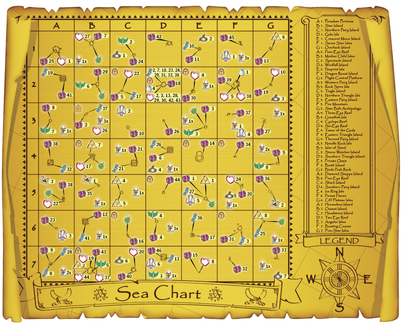
Windfall Island Room

Name	Comments
Anton	—
Candy	—
Cannon	Two-figure set. Take Cannon's pictograph any time during the game (whether he's good or bad) to get this figurine.
Dampa	—
Doc Bandham	—
Garrickson	—
Gillian	—
Gossack	—
Gummy	—
Kamo	—
Kane	—
Killer Bees	Four-figure set. Take a pictograph of any of the kids (Ivan, Jan, Jin, or Jun-Roberto) to get this figurine.
Kreeb	—
Lenzo	—
Linda	—
Maggie	—
Maggie's Father	Two-figure set. Take Maggie's Father's pictograph at any time to get both figurines (rich and poor).
Mila	—
Mila's Father	Two-figure set. Take Mila's Father's pictograph at any time to get both figurines (rich and poor).
Minenco	—
Missy	—
Mrs. Marie	—
Pompie and Vera	Two-figure set. Take a pictograph of either Pompie or Vera to get this figurine.
Potova and Joanna	Two-figure set. Take a pictograph of either Potova or Joanna to get this figurine.
Sam	—
Tott	—
Zunari	—



Islands of the Great Sea

The Great Sea is divided into 49 square sectors. Each sector features one island, and with the right tools, you can explore them all. This chapter covers everything you can see and do at each of the 49 sectors of the Great Sea.



Overworld Map Legend

The following icons appear on the Poster Map included with this guide. Their numbering corresponds to the "Walkthrough" and "Legendary Checklist" chapters of this guide.

Icon Identifier

Icon	Name	Notes
	Beedle	If a sector features this icon in its upper-left corner, then Beedle's Shop Ship appears here. Look for Beedle near the sector's island and see what he's got for sale.
	Big Octo	Big Octos are dangerous sea monsters best defeated with the Boomerang. There are six Big Octos in the Great Sea, and each one you defeat leaves behind a special treasure.
	Bottle	Bottles let Link carry fluids and other useful substances, making them very valuable. There are only four to find in the entire Great Sea.
	Great Fairy	Great Fairies bestow special powers, like increasing the number of Rupees Link can carry or doubling the size of his Magic Meter. There are eight Great Fairies to find.
	Piece of Heart	Collect four Pieces of Heart to extend Link's Life Gauge. There are 44 Pieces of Heart to find. Pieces of Heart that come from Sunken Treasures, Big Octos, or submarines are not shown on the map.
	Sea Platform	These icons show the location of the sector's Sea Platforms (if any). The number next to the icon tells you how many Sea Platforms there are (one, two, or three).
	Submarine	Seek out and clear these enemy-filled subs to receive worthy rewards. There are seven submarines in the Great Sea.
	Sunken Treasure	Find and open Treasure Charts to discover these special sunken treasures. Their numbering corresponds to the Treasure Charts. For example, in order to discover Sunken Treasure #29, you must first discover Treasure Chart #29.
	Treasure Chart	There are 46 Treasure Charts to find. After you find a Treasure Chart, you'll be able to salvage its special sunken treasure.
	Triforce Chart	During his quest to restore the Triforce of Courage, Link must find three Triforce Charts scattered across the Great Sea. Each chart is used just like a Treasure Chart: open it, then sail to the sector and hoist up the Triforce Shard.
	Triforce Shard	Link must find eight Triforce Shards before he can challenge Ganon.
	Withered Deku Tree	After clearing the Forbidden Woods dungeon, Link can earn a Piece of Heart by finding and watering eight Withered Deku Trees scattered across the Great Sea. These icons show their locations.

Some icons, such as Big Octos and Great Fairies, are specially numbered to indicate the sort of treasure you'll receive from them. Just match the icon's number to the following lists to see what you'll get.

Big Octos

1	Piece of Heart #11
2	Piece of Heart #16
3	Orange Rupee
4	Orange Rupee
5	Orange Rupee
6	Magic Meter upgrade (see Great Fairy #1)

Great Fairies

1	Double Magic Meter upgrade (Boomerang required)
2	Rupee Wallet upgrade (bombs required)
3	Bomb Bag upgrade (bombs required)
4	Bomb Bag upgrade (bombs required)
5	Rupee Wallet upgrade (bombs required)
6	Fire/Ice Arrows upgrade (Hero's Bow required)
7	Arrow Capacity upgrade (Skull Hammer required)
8	Arrow Capacity upgrade (Skull Hammer required)

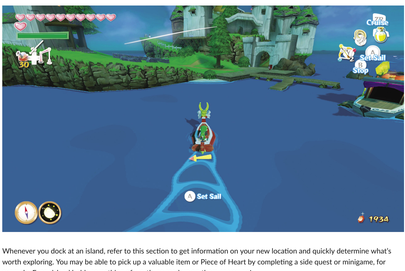
Submarines

1	Treasure Chart #22
2	Treasure Chart #9
3	Platform Chart
4	Piece of Heart #23
5	Empty Bottle #2
6	Treasure Chart #14
7	Piece of Heart #6

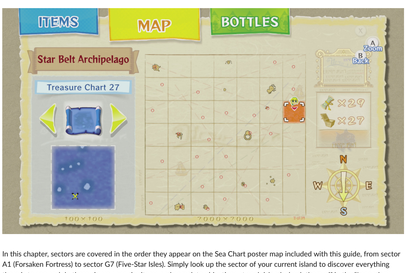
Sunken Treasures

1	Silver Rupee	24	Silver Rupee
2	Piece of Heart #32	25	Silver Rupee
3	Silver Rupee	26	Octo Chart
4	Piece of Heart #31	27	Silver Rupee
5	Piece of Heart #41	28	Silver Rupee
6	Silver Rupee	29	Silver Rupee
7	Silver Rupee	30	Piece of Heart #36
8	Silver Rupee	31	Piece of Heart #34
9	Silver Rupee	32	Sea Hearts Chart
10	Silver Rupee	33	Piece of Heart #35
11	Piece of Heart #12	34	Silver Rupee
12	Silver Rupee	35	Silver Rupee
13	Secret Cave Chart	36	Silver Rupee
14	Silver Rupee	37	Silver Rupee
15	Piece of Heart #9	38	Piece of Heart #33
16	Silver Rupee	39	Silver Rupee
17	Silver Rupee	40	Silver Rupee
18	Purple Rupee	41	Great Fairy Chart
19	Island Hearts Chart	42	Orange Rupee
20	Piece of Heart #39	43	Orange Rupee
21	Light Ring Chart	44	Orange Rupee
22	Silver Rupee	45	Silver Rupee
23	Piece of Heart #21	46	Piece of Heart #44

Sailing the Great Sea



Whenever you dock at an island, refer to this section to get information on your new location and quickly determine what's worth exploring. You may be able to pick up a valuable item or Piece of Heart by completing a side quest or minigame, for example. Every island holds something of worth, so read up on them as you go!



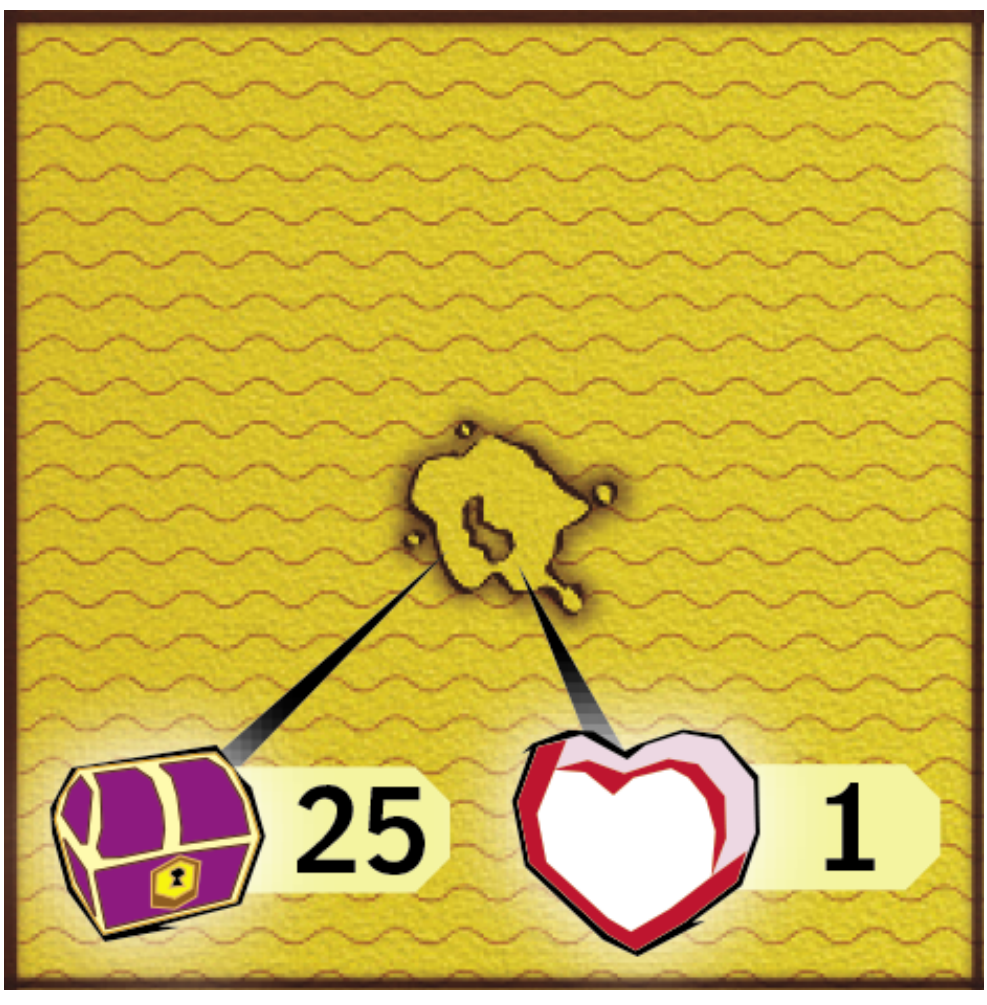
In this chapter, sectors are covered in the order they appear on the Sea Chart poster map included with this guide, from sector A1 (Forsaken Fortress) to sector G7 (Five-Star Isles). Simply look up the sector of your current island to discover everything there is to see and do there. As you acquire items and complete objectives at each island, check them off in the "Legendary Checklists" at the end of this book!

No Dungeon Coverage

This chapter does not provide guidance for the dungeon areas that Link must brave over the course of the adventure. For help in clearing dungeons and progressing through the adventure, please refer to the Walkthrough.

Islands of the Great Sea

Forsaken Fortress (A1)



The Forsaken Fortress is built atop a large island and is home to many evil creatures. You venture inside the Forsaken Fortress's massive walls several times in your effort to rescue Aryll. One of the most unusual islands on the Great Sea, the Forsaken Fortress features both indoor and outdoor areas but is also considered a dungeon because it has a map, a Compass, and a boss fight.

Piece of Heart #1

The first Piece of Heart is in a chest in the Forsaken Fortress's first floor. Step on a pressure switch behind some barrels to get at the chest. You may collect Piece of Heart #1 on any visit to the Forsaken Fortress.

Skull Hammer

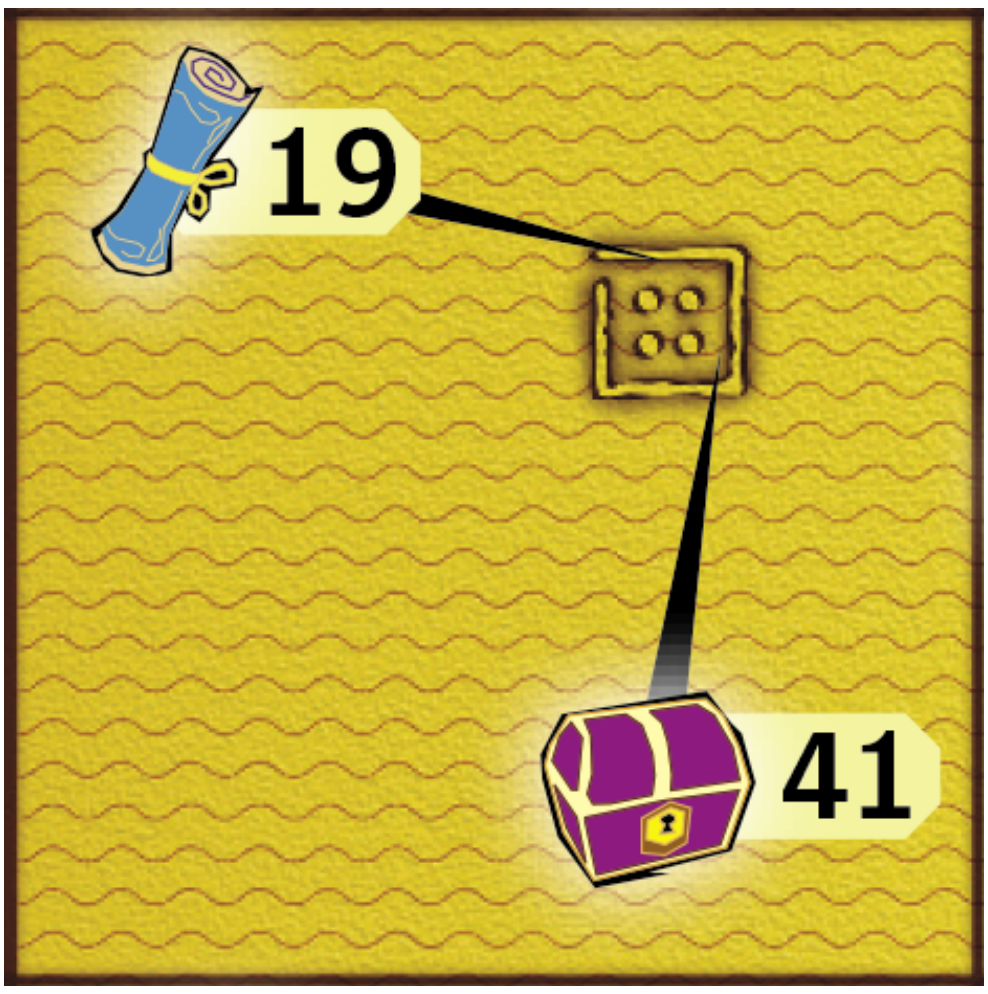
The Skull Hammer is inside a chest that appears after you defeat Phantom Ganon in your second visit to the Forsaken Fortress.

Silver Rupee (via Treasure Chart #25)

Find and open Treasure Chart #25 (Cliff Plateau Isles [G6]) to pull a chest from the Great Sea near the Forsaken Fortress. The chest contains a Silver Rupee.

Islands of the Great Sea

Four-Eye Reef (A2)

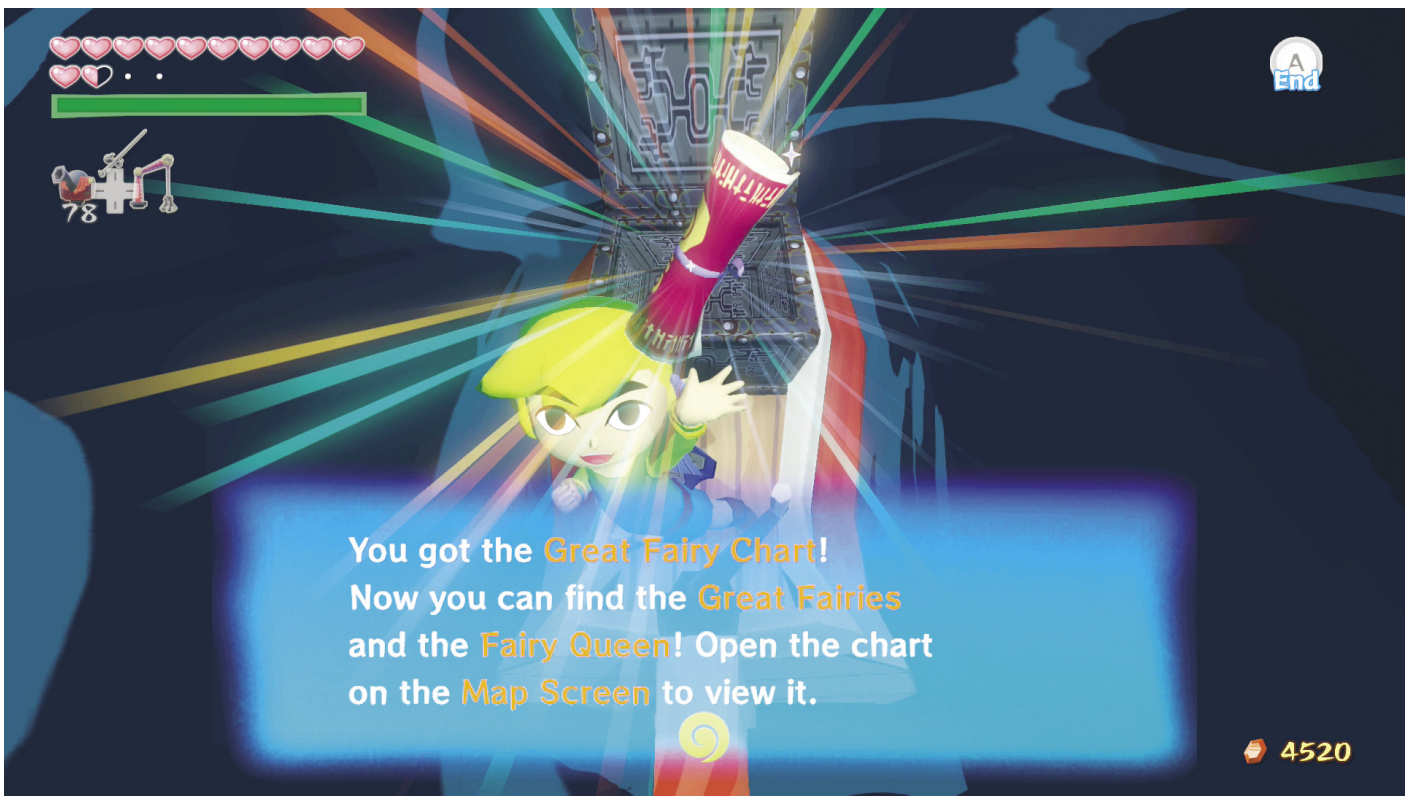


The Four-Eye Reef gets its name from the way it looks from above. In the perimeter of the reef's rocky walls are four circular, eyelike pillars. After you rescue Aryll from the Forsaken Fortress, enemy Warships and wall-mounted cannons appear here.

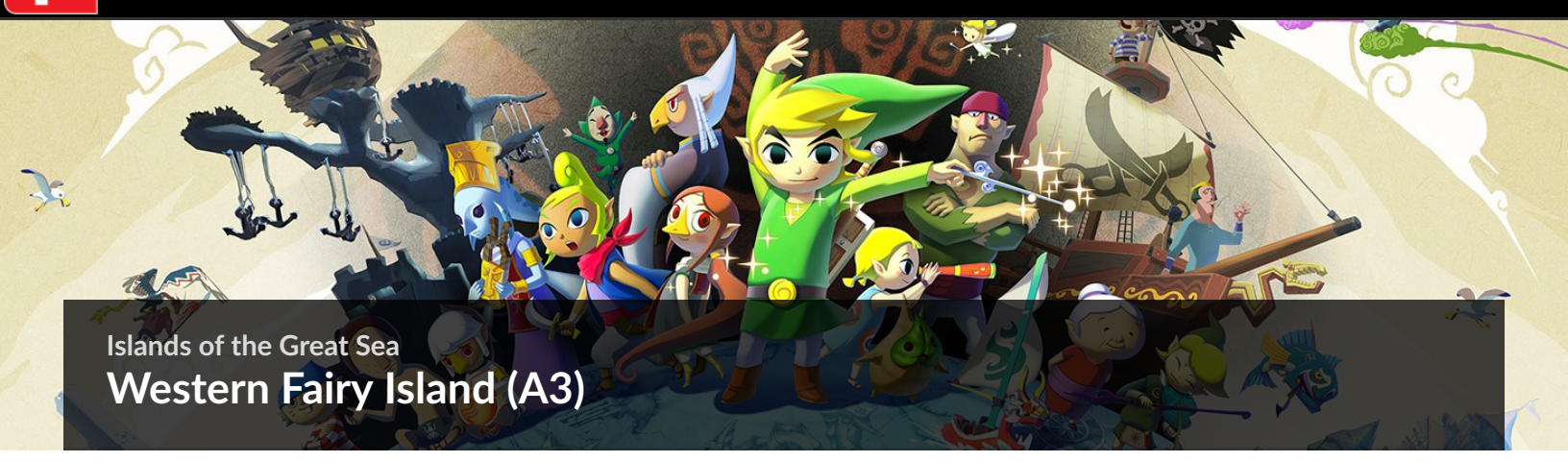
Treasure Chart #19

Bomb all the Warships and wall-mounted cannons to reveal a chest on the reef's northwestern eye. Go to a narrow opening in the reef's rocky wall and walk up the slope and across the top of the wall to its highest point. If needed, play the "Wind's Requiem" to direct the wind, then use the Deku Leaf to float over to the chest, which contains Treasure Chart #19.

Great Fairy Chart (via Treasure Chart #41)

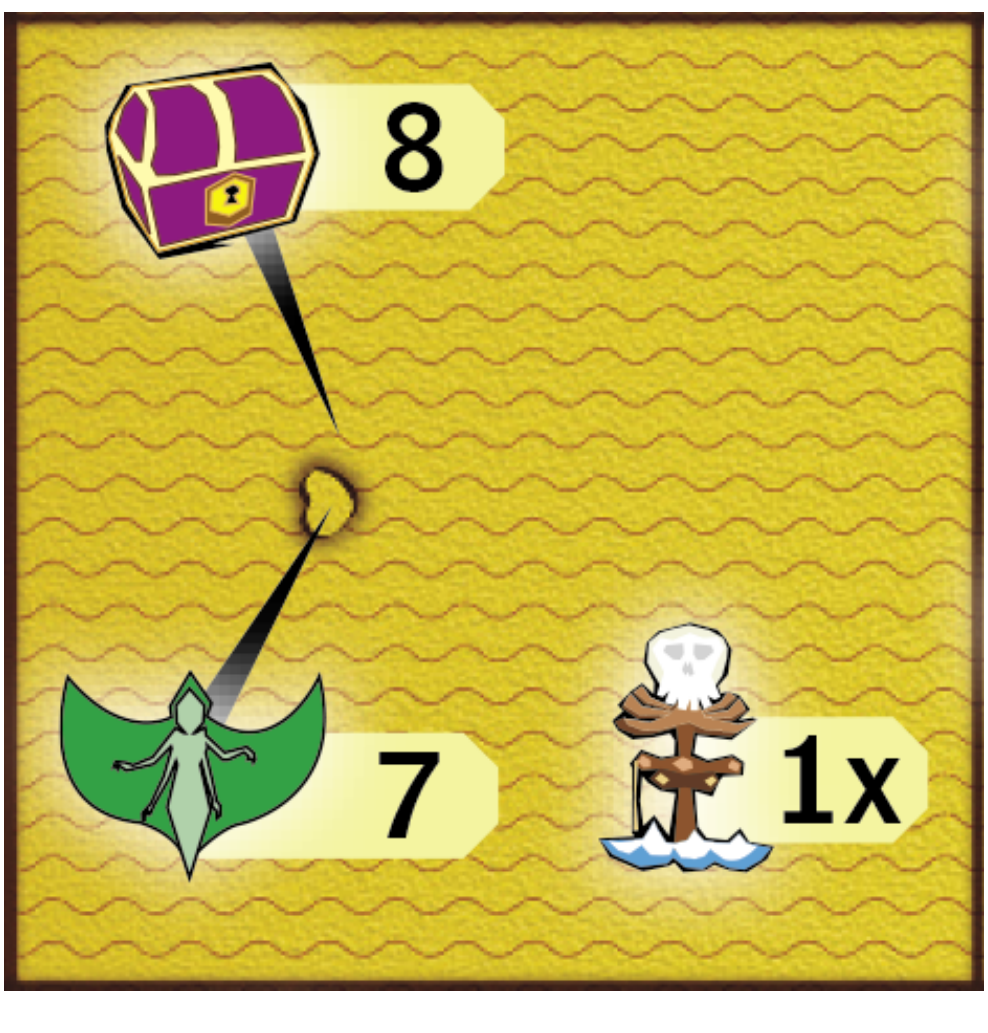


Find and open Treasure Chart #41 (the Five-Eye Reef [B6]) to pull a chest from the Great Sea near the Forsaken Fortress. The chest contains the Great Fairy Chart, which reveals the locations of every Great Fairy across the Great Sea.



Islands of the Great Sea

Western Fairy Island (A3)



A Great Fairy dwells on this small, heart-shaped island. Use the Skull Hammer to enter the Fairy Fountain in the large conch shell.

Blue ChuChu

Defeat the Blue ChuChu near the southern palm tree for a Blue Chu Jelly.

Sea Platform

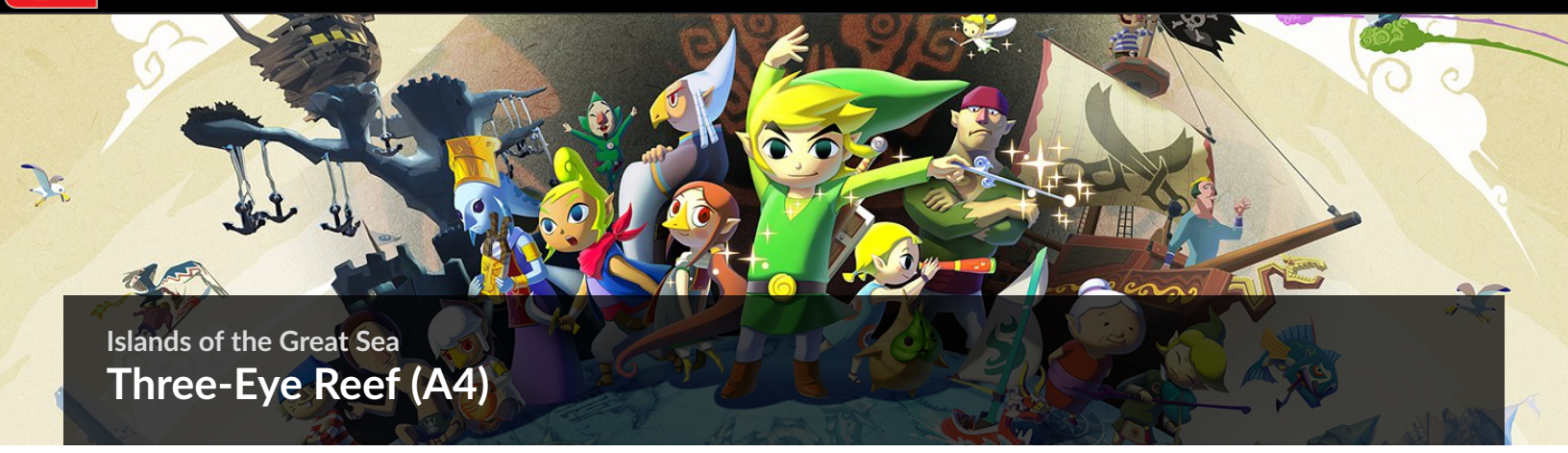
Sail to the single Sea Platform and climb its ladder. Defeat the enemies on top of the Sea Platform to reveal a chest with a minor reward.

Silver Rupee (via Treasure Chart #8)

Find and open Treasure Chart #8 (found in Horseshoe Island's Secret Cave in sector A7) to pull a chest from the depths of the Great Sea near Western Fairy Island. The chest contains a Silver Rupee.

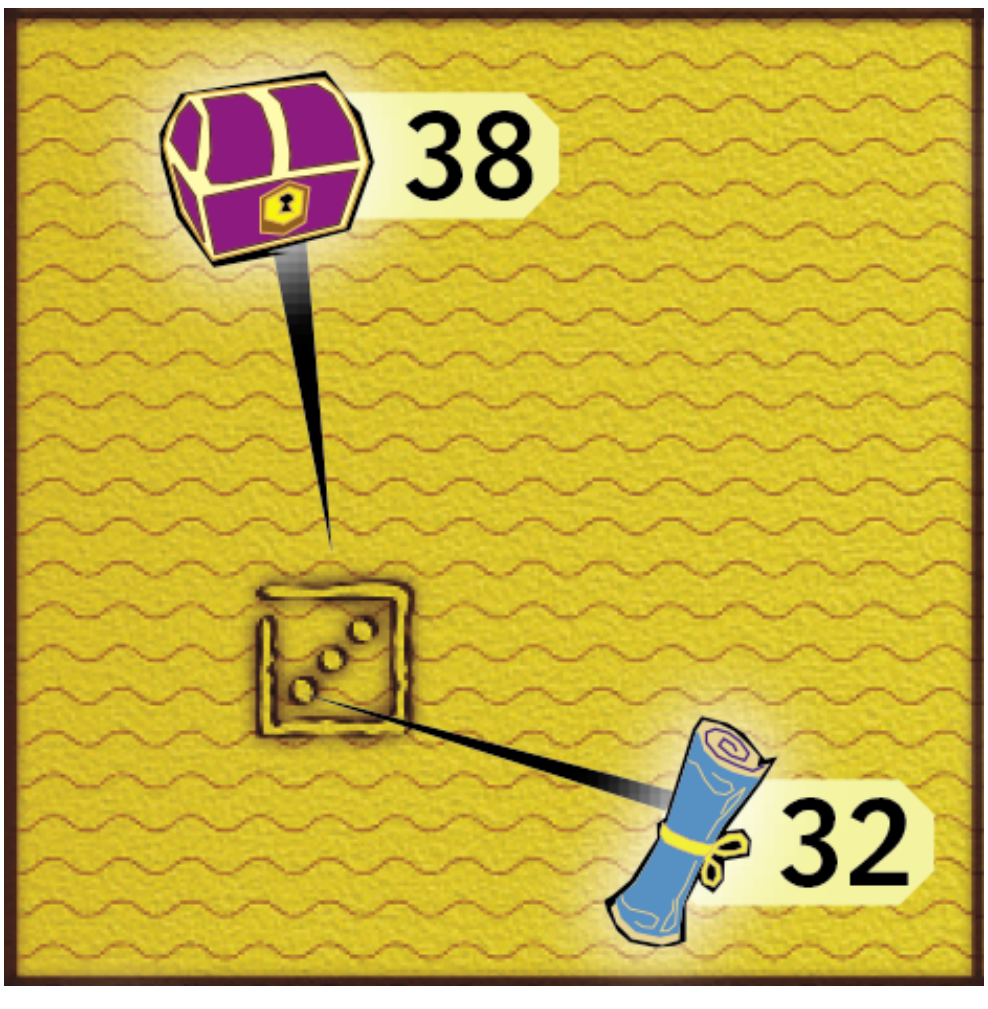
Arrow Upgrade (via Great Fairy #7)

Use the Skull Hammer to hit the switch in front of the large conch shell, which puts out the fire blocking the entrance to the Fairy Fountain. Inside, drop down a hole to enter a Fairy Fountain with a Great Fairy. The Great Fairy upgrades your arrow-carrying capacity and invites you back if you need to replenish your Life Gauge.



Islands of the Great Sea

Three-Eye Reef (A4)



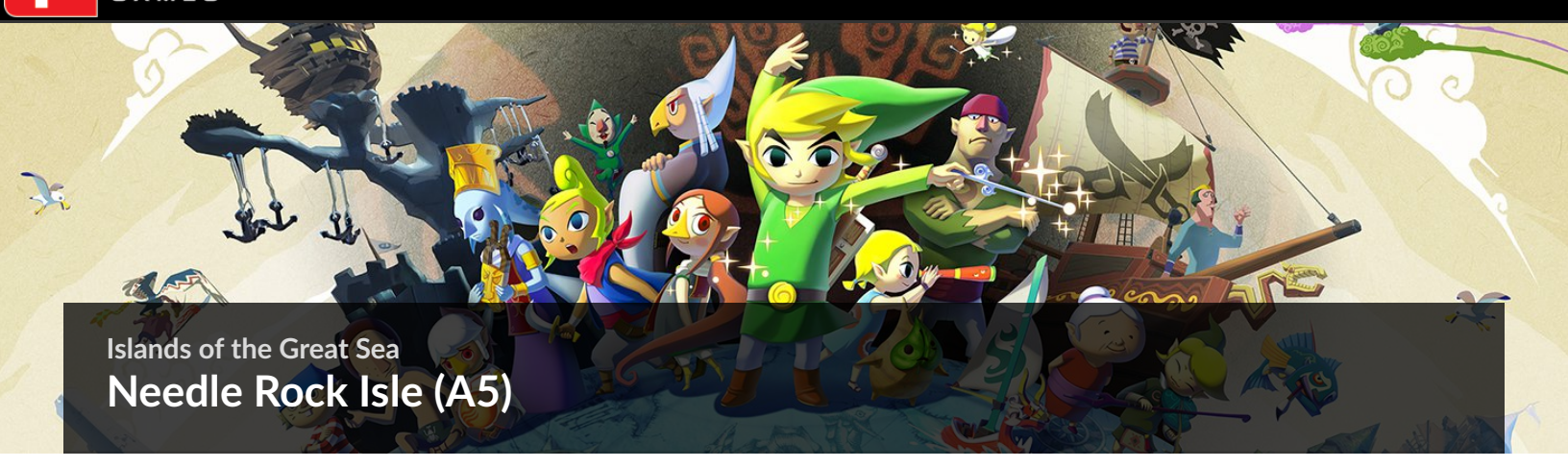
The Three-Eye Reef gets its name from the way it looks from above—inside the reef's rocky walls are three circular, eyelike pillars. After you rescue Aryll from the Forsaken Fortress, enemy Warships and wall-mounted cannons appear here.

Treasure Chart #32

Bomb all the Warships and wall-mounted cannons to reveal a chest on the reef's southernmost eye. Go to the narrow opening in the wall and walk up the slope and across the top of the wall to its highest point. If needed, play the "Wind's Requiem" to direct the wind and use the Deku Leaf to float to the chest, which contains Treasure Chart #32.

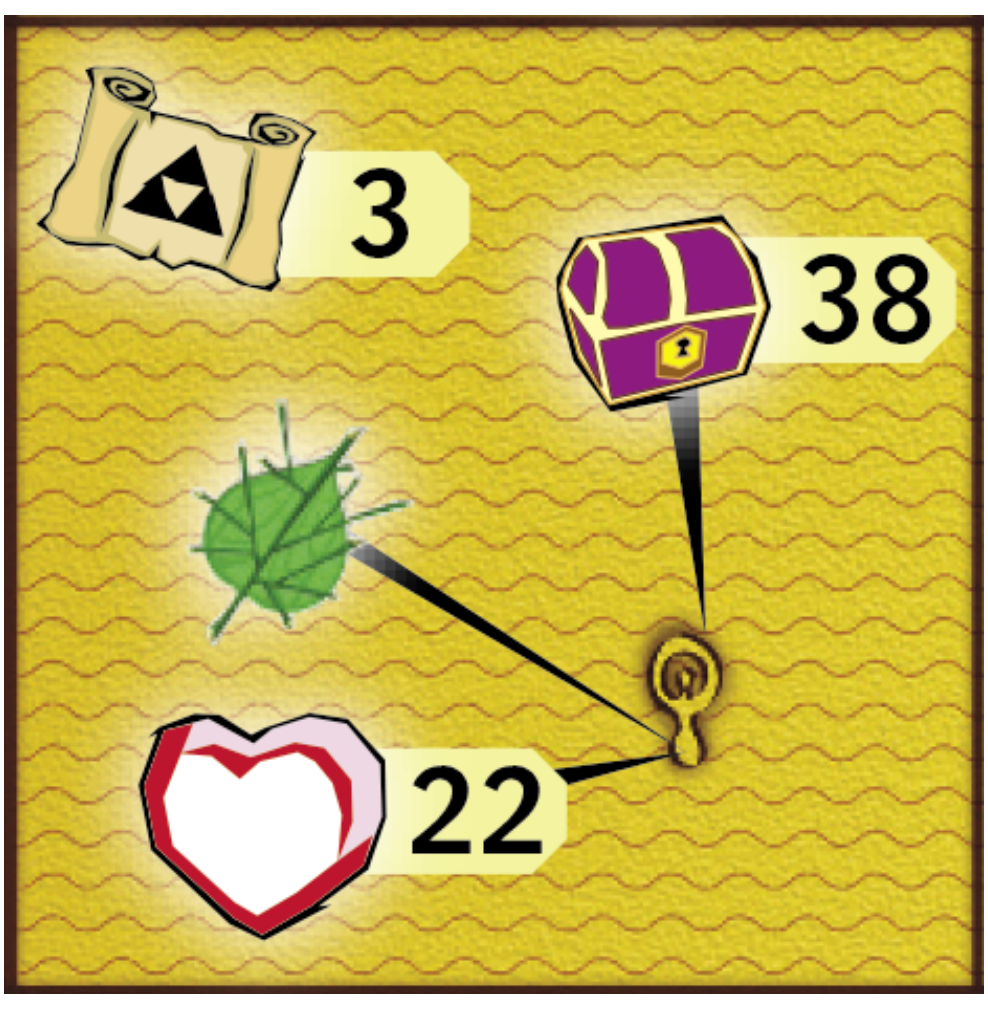
Piece of Heart #33 (via Treasure Chart #38)

Find and open Treasure Chart #38 (at Windfall Island [D2]) to pull a chest from the Great Sea near the Three-Eye Reef. The chest contains Piece of Heart #33.



Islands of the Great Sea

Needle Rock Isle (A5)



Needle Rock Isle gets its name from the tall, narrow rock pillar in its center. You can accomplish several tasks here.

Withered Deku Tree Watch

One of the eight Withered Deku Trees appears on this island after you clear the Forbidden Woods dungeon.

Piece of Heart #22

Use a Hyoi Pear to take control of a seagull, then fly to the very tip of the needle and bump the switch there to activate it. This extinguishes the fire that surrounds the chest on the island, which contains Piece of Heart #22. Defeat the Kargorocs before attempting this.

Silver Rupee (via Treasure Chart #28)

Find and open Treasure Chart #28 (found at Horseshoe Island [A7]) to pull a chest from the Great Sea near Needle Rock Isle. The chest contains a Silver Rupee.

Triforce Chart #3

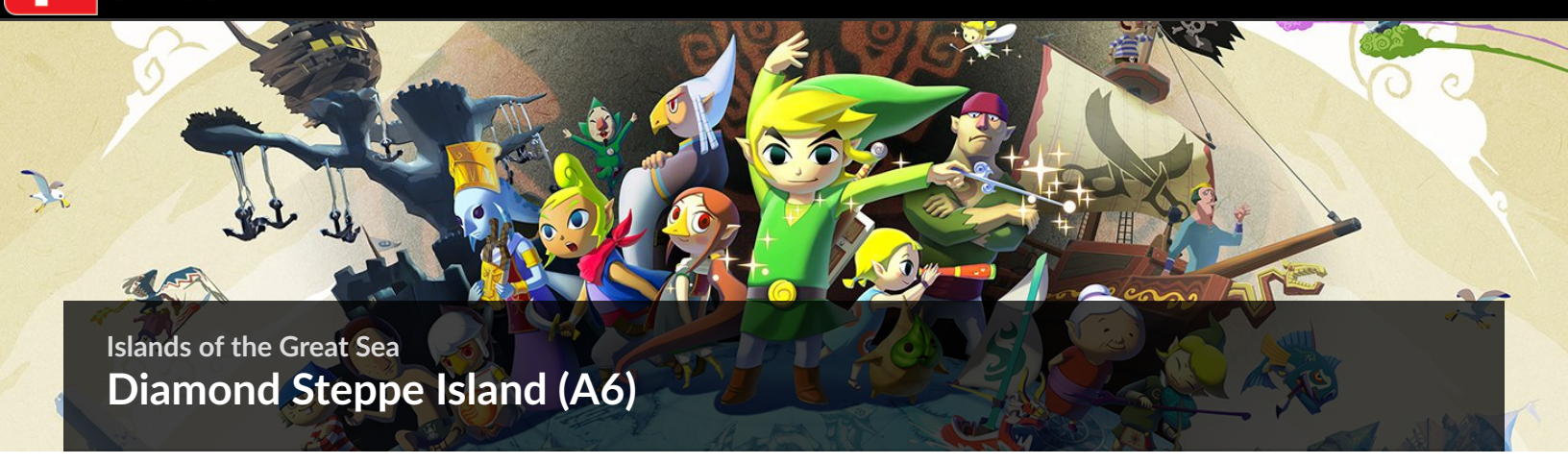
Three Warships are northwest of Needle Rock Isle, one of which is gold. Bomb all three and then use the Grappling Hook to pull the treasure up from the rings of light they leave behind. The wreckage of the two regular Warships yields a purple and an Orange Rupee, and the golden Warship gives you Triforce Chart #3.

Orange Rupee (via Secret Cave)

Melt the block of ice on the island to reveal a hole. Drop into it to enter a Secret Cave. Light six torches using Fire Arrows to reveal a chest with an Orange Rupee.

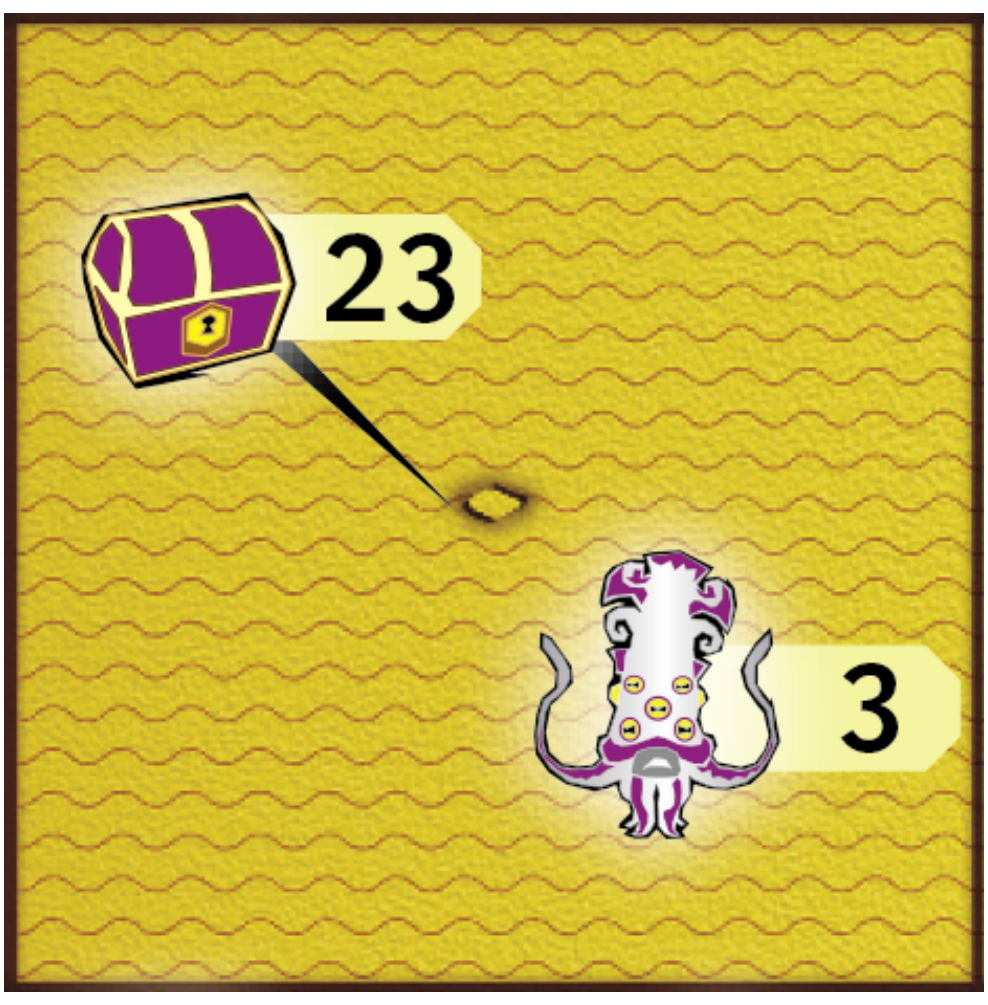
Here are the whereabouts of the six torches:

1. Next to the entrance
2. High on the ship to the left of the entrance
3. High on the ship to the right of the entrance
4. On the other side of the wooden railing in front of the entrance
5. On the deck of the ship in the distance ahead of the entrance
6. High on the crow's nest of that ship



Islands of the Great Sea

Diamond Steppe Island (A6)



Diamond Steppe Island looks like a diamond from above. The island is also terraced—rising sharply in elevation like a set of stairs in some areas. You need the Hookshot to traverse this island.

Ghost Ship Notice

The Ghost Ship appears near this island on nights when the moon is in its left gibbous phase—a small sliver of the right half is missing.

Orange Rupee (via Big Octo)

This sector has an eight-eyed Big Octo. Sail toward a flock of circling seagulls to find it. Use the Boomerang to target up to five of its large, yellow eyes at a time. When all eight eyes turn blue, the defeated Big Octo leaves behind a ring of light. Use the Grappling Hook to haul up a chest containing an Orange Rupee.

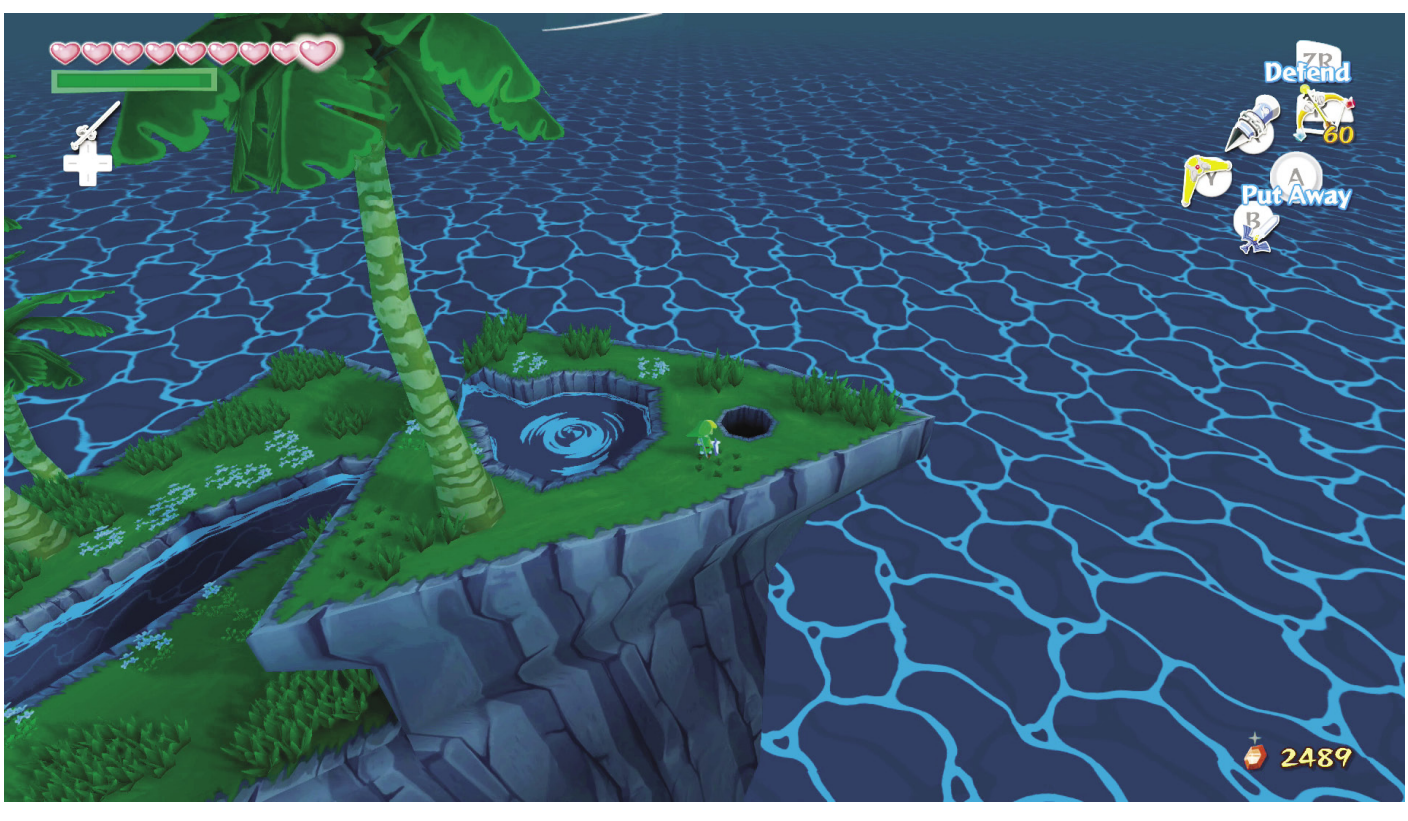
Piece of Heart #21 (via Treasure Chart #23)

Find and open Treasure Chart #23 (found at Windfall Island [D2]) to pull a chest from the Great Sea near Diamond Steppe Island. The chest contains Piece of Heart #21.

Blue ChuChu

Defeat the Blue ChuChu on the third level of this island for a Blue Chu Jelly.

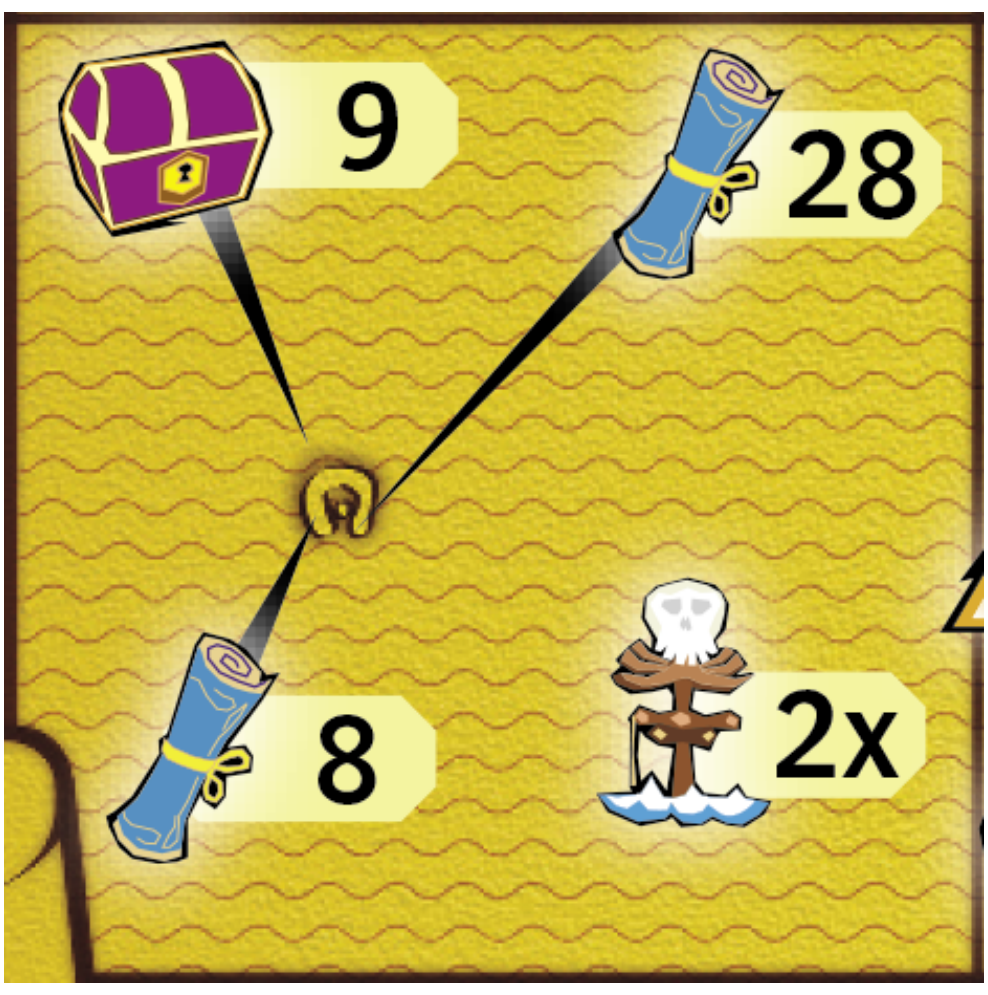
Ghost Ship Chart (via Secret Cave)



To find the Ghost Ship Chart, drop into the hole on the top level to enter the Secret Cave. You must travel through several Warp Pots to reach a chest that contains the Ghost Ship Chart (an optional chest contains a Joy Pendant). If you have difficulty with the Warp Pot puzzle, please refer to the walkthrough (p. 236).

Islands of the Great Sea

Horseshoe Island (A7)



From above, Horseshoe Island looks like what it's named for. Use the Deku Leaf to knock Deku Nuts into holes to progress along the curve of the horseshoe. You need the Deku Leaf to traverse the island.

Silver Rupee (via Treasure Chart #9)

Find and open Treasure Chart #9 (inside the submarine near Crescent Moon Island in sector E1) to pull a chest from the Great Sea near Horseshoe Island. The chest contains a Silver Rupee.

Treasure Chart #28

Use the Deku Leaf to knock Deku Nuts into three holes here. This gets rid of walls of thorns that block your progress. At the end of the horseshoe, use the Deku Leaf to float to a chest on the island's central rock platform and collect Treasure Chart #28.

Treasure Chart #8 (via Secret Cave)

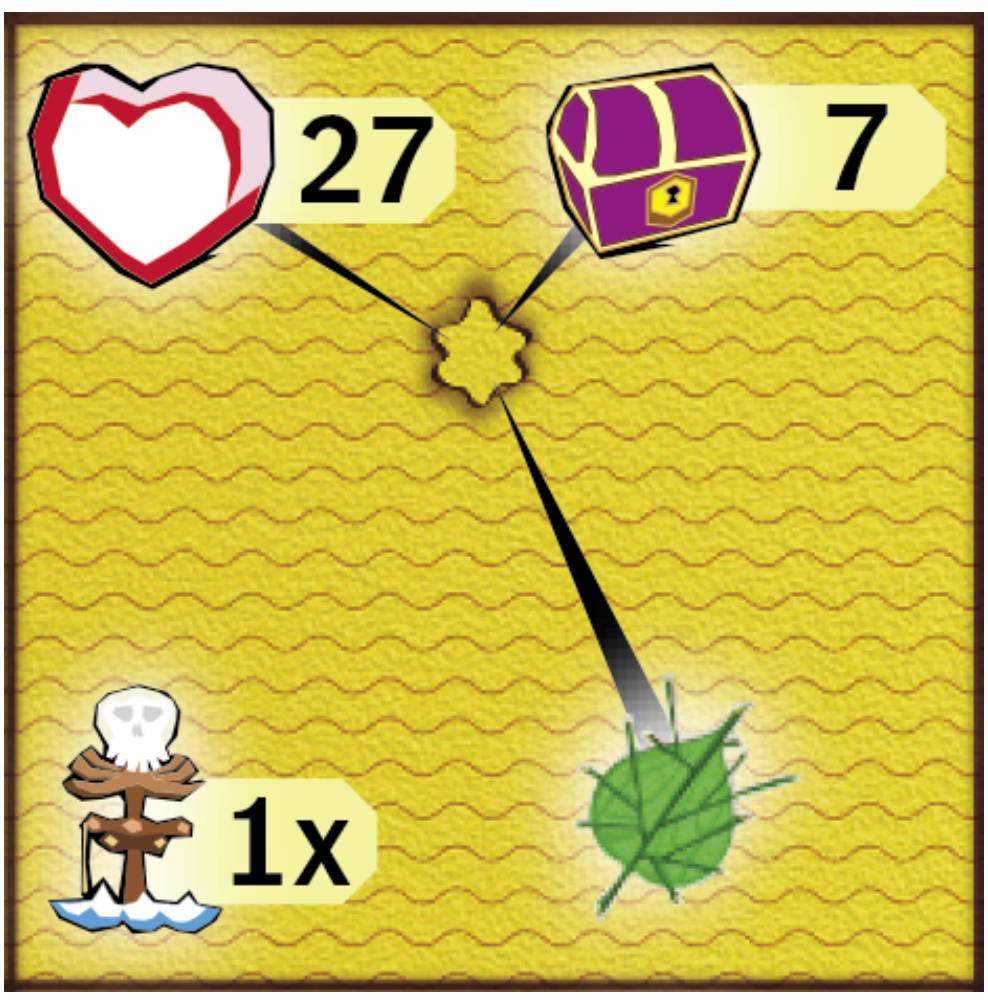
Drop into a hole at the end of the horseshoe to enter a Secret Cave below. Defeat a Mothula and two Wingless Mothulas to reveal a chest containing Treasure Chart #8.

Treasure Chart #43 (via Sea Platforms)

Sail to a pair of Sea Platforms and climb either of their ladders. Step on a pressure switch on one platform to reveal a chest on the other. One chest contains a small reward; the other contains Treasure Chart #43.

Islands of the Great Sea

Star Island (B1)



Star Island is quite small and, like other islands, gets its name from the way it looks from above. It offers only a few activities for you.

Withered Deku Tree Watch

One of the eight Withered Deku Trees appears on this island after you clear the Forbidden Woods dungeon.

Sea Platform

Sail to the single Sea Platform and climb its ladder. A chest atop the Sea Platform contains a minor reward.

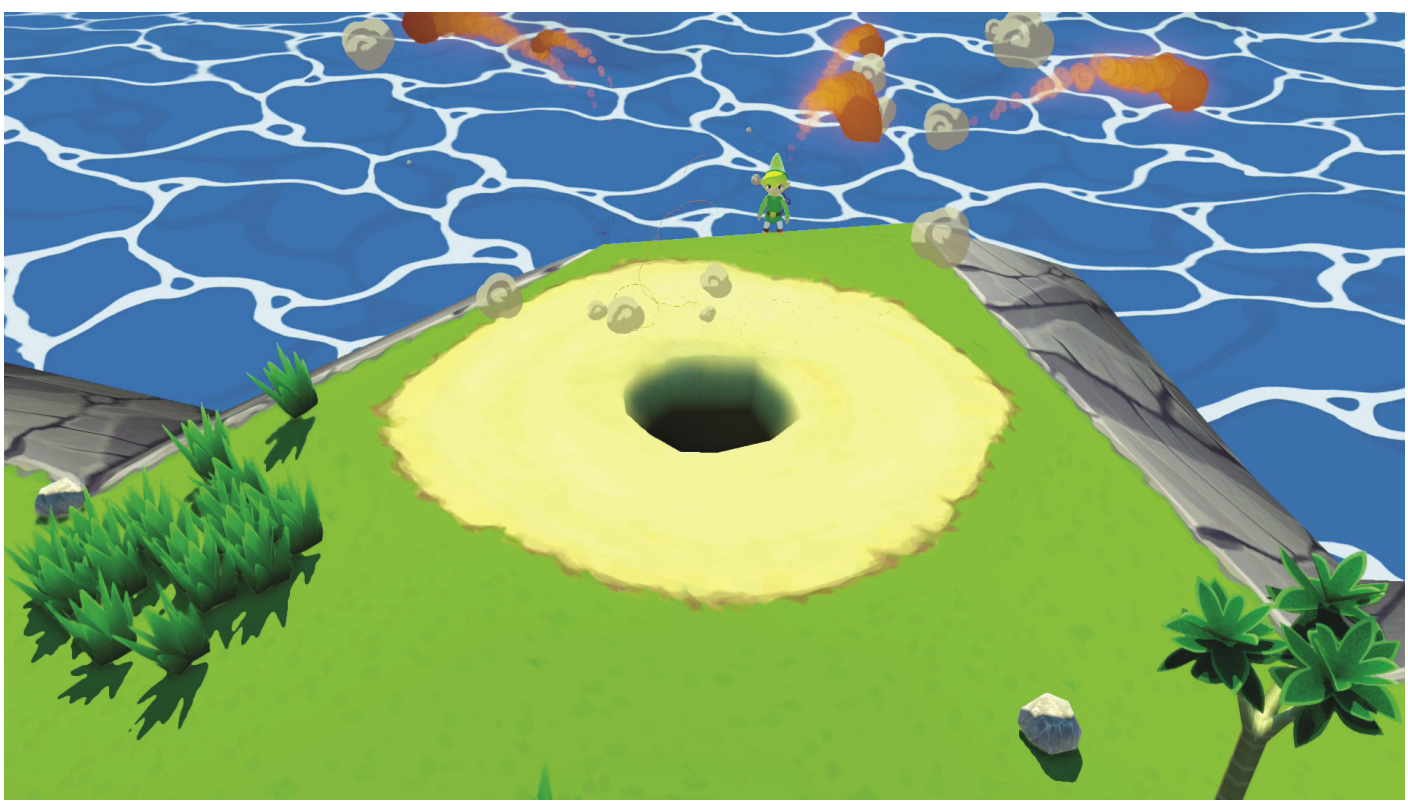
Blue ChuChu

Defeat the Blue ChuChu underneath the large southwest boulder for a Blue Chu Jelly. (Bomb the large boulder to expose the Blue ChuChu.)

Silver Rupee (via Treasure Chart #7)

Finding and opening Treasure Chart #7 (found at Windfall Island [D2]) allows you to pull a chest containing a Silver Rupee up from the Great Sea near Star Island.

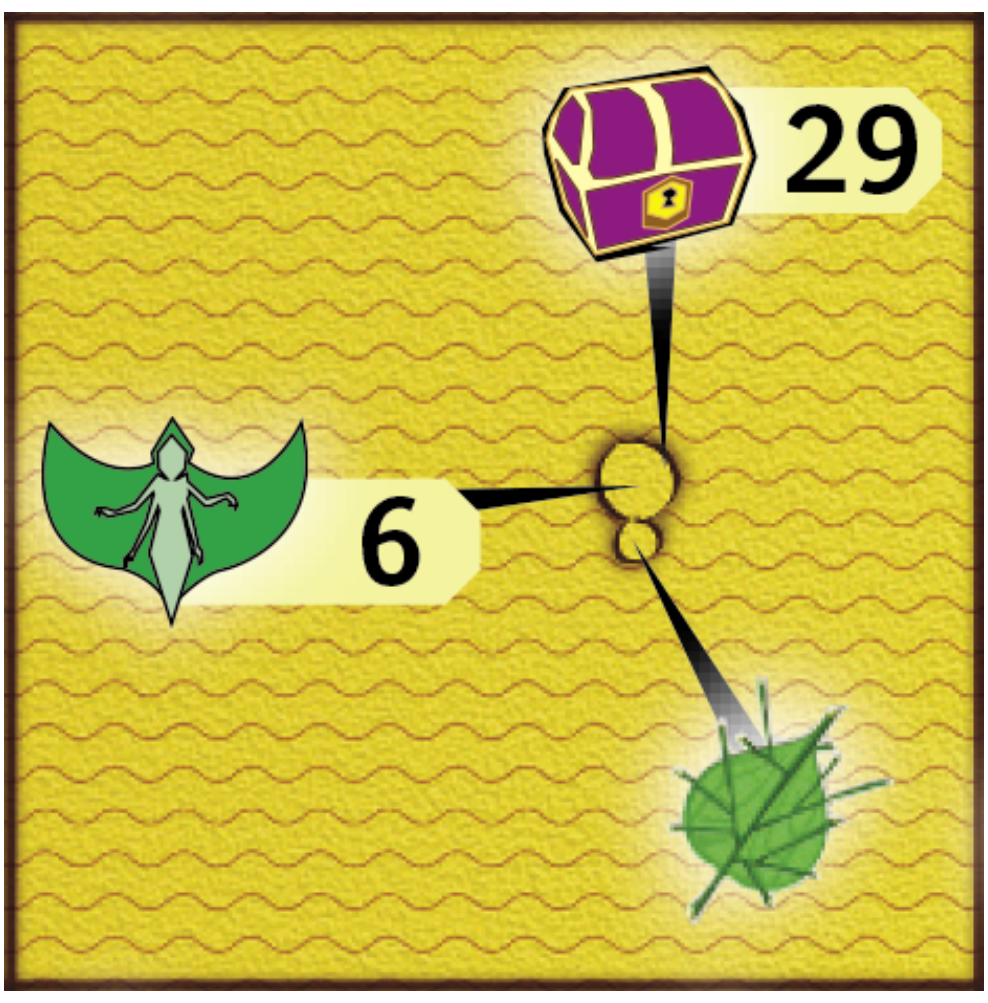
Piece of Heart #27 (via Secret Cave)



Bomb the large boulder on the island's west side to reveal a hole leading to a Secret Cave. Defeat all enemies here to reveal a chest containing Piece of Heart #27.

Islands of the Great Sea

Mother & Child Isles (B2)



The Mother & Child Isles are a pair of islands next to each other—the larger Mother Isle to the north and the smaller Child Isle to the south. A giant wall of sheer rock surrounds the Mother Isle, so you need the “Ballad of Gales” warping song to enter.

Withered Deku Tree Watch

One of the eight Withered Deku Trees appears on Child Isle after you clear the Forbidden Woods dungeon.

Blue ChuChu

Defeat the Blue ChuChu on Child Isle for a Blue Chu Jelly.

Silver Rupee (via Treasure Chart #29)

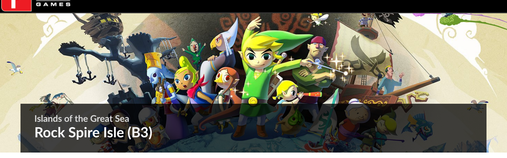
Find and open Treasure Chart #29 (at Windfall Island [D2]) to pull a chest from the Great Sea near the Mother & Child Isles. The chest contains a Silver Rupee.

Traveling Merchant

After you begin the trading quest side quest at Windfall Island (D2), three Traveling Merchants appear on three islands of the Great Sea, one of them here on Child Isle.

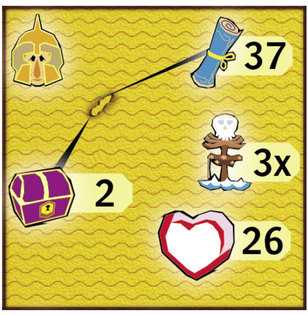
Fire/Ice Arrows Upgrade (via Great Fairy #6)

When you learn the “Ballad of Gales” warping song from Cyclos, you can enter Mother Isle by warping directly inside. The first time, the Fairy Queen greets you and upgrades your Hero’s Bow with the power to shoot Fire and Ice Arrows.



Islands of the Great Sea

Rock Spire Isle (B3)



Rock Spire Isle is a small, narrow strip of land peeking out of the Great Sea. It features spires of solid rock and several boulders you can bomb. It has many goodies to collect.

Orange Rupee (via Sea Platforms)

Sail up to the trio of Sea Platforms in this sector and destroy the cannons on the farthest west and east Sea Platforms to reveal chests on each. Climb the middle platform's ladder to discover a chest. Open it, then use the Deku Leaf to reach the other two Sea Platforms (the nearby updraft helps you reach the west platform). One chest has an Orange Rupee, and the others have small rewards.

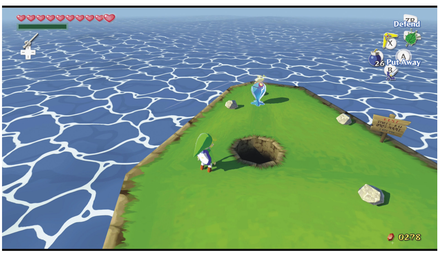
Empty Bottle #3, Piece of Heart #22, and Treasure Chart #4 (via Beedle's Shop Ship)

After receiving Beedle's Chart in the mail, you can see that his Shop Ship appears here. It's the only sector in which he wears a bronze helmet, meaning that he sells especially rare items here. These include an Empty Bottle for 500 Rupees, Piece of Heart #25 for 950 Rupees, and Treasure Chart #4 for 900 Rupees. After you buy these items, Beedle sells 30 bombs for 60 Rupees, 30 arrows for 60 Rupees, and a Red Potion for 30 Rupees.

Piece of Heart #26

Bomb two Warships to the southwest of Rock Spire Isle, then use the Grappling Hook to pull the treasure from the rings of light. The wreckage of one Warship yields an Orange Rupee; the other yields Piece of Heart #26.

Blue ChuChu



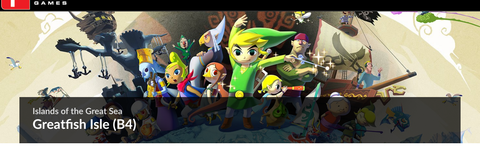
Climb the slope on one side of Rock Spire Isle and use bombs to clear boulders as you make your way across the spires. Defeat the Blue ChuChu on the last rock spire for a Blue Chu Jelly.

Treasure Chart #37 (via Secret Cave)

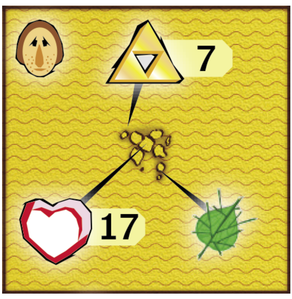
Bomb your way across the tops of the rock spires to a hole that leads to a Secret Cave. Drop into the Secret Cave below and pick up a Deku Stick. Light the Deku Stick on one of the nearby torches, then use it to light the other two torches. A horde of Keese attacks you. Wipe them out to reveal a chest containing Treasure Chart #37.

Piece of Heart #32 (via Treasure Chart #2)

Find and open Treasure Chart #2 (at Windfall Island [D2]) to pull a chest from the Great Sea near Rock Spire Isle. The chest contains Piece of Heart #32.



Greatfish Isle (B4)



The ancient water spirit Jabun lived for many ages at Greatfish Isle. Something wicked occurred, and now Jabun is nowhere to be found. Still, the place holds several items of interest.

Ghost Ship Notice

The Ghost Ship appears near this island on nights of a right gibbous moon—only a sliver of the left half of the moon is missing.

Withered Deku Tree Watch

One of the eight Withered Deku Trees appears on this island after you clear the Forbidden Woods dungeon.

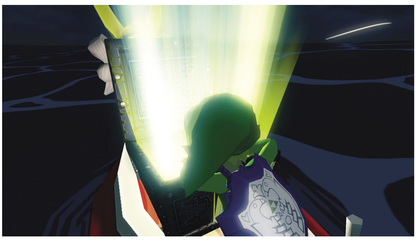
Withered Deku Tree Watch

One of the eight Withered Deku Trees appears on this island after you clear the Forbidden Woods dungeon.

Beedle's Shop Ship

Enter Beedle's Shop Ship to purchase items. Here he sells 30 arrows for 60 Rupees, 30 bombs for 60 Rupees, and a Red Potion for 30 Rupees.

Rings of Light



Four rings of light around this island appear only under the light of a full moon. Use the Grappling Hook to pull a chest containing a Red Rupee from each one.

Piece of Heart #17

This Piece of Heart is in a chest in a shallow cave (not a Secret Cave) on the side of the isle. To reach the chest, climb to the top of the southeast isle's corkscrew-like path, to a Withered Deku Tree. Play the "Wind's Requiem" to direct the wind northwest, then use the Deku Leaf to glide toward the middle of the two large islands ahead.

On the island to the right is a small ledge. Land here to discover a shallow cave with a treasure chest that contains Piece of Heart #17.

Traveling Merchant

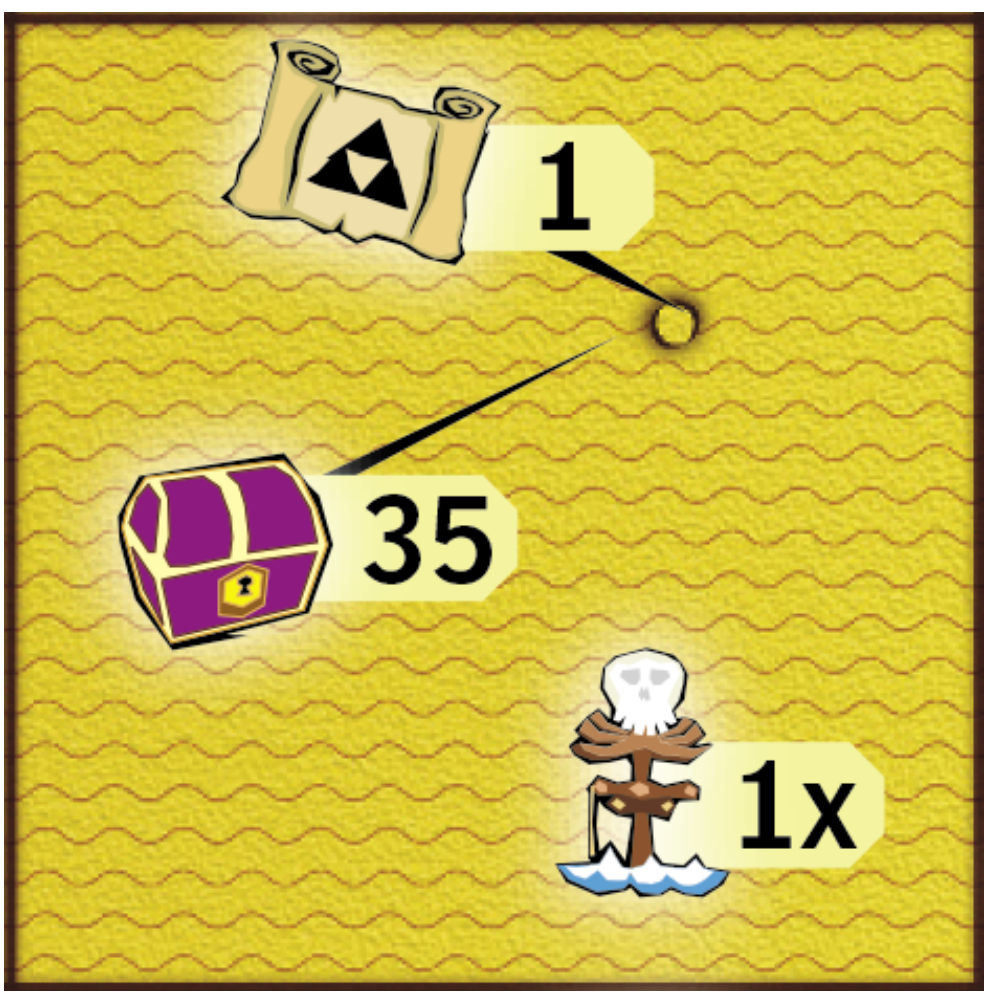
After you begin the trading quest side quest at Windfall Island (D2), three Traveling Merchants appear on three islands of the Great Sea. One is here at Greatfish Isle, on a small raft on the island's west side.

Triforce Shard #7

After finding, opening, and paying Tingle 398 Rupees to decipher Triforce Chart #1 (found at the Islet of Steel [B5]), you can pull a chest from the Great Sea near Greatfish Isle. The chest contains Triforce Shard #7.

Islands of the Great Sea

Islet of Steel (B5)



This small, circular islet is made up of large segments of steel and features a grassy upper area that you cannot reach. A wide opening leads inside the Islet of Steel, but two wall-mounted cannons and several Warships guard it.

Triforce Chart #1

Bomb the two wall-mounted cannons and the Warships guarding the entrance to the Islet of Steel. Use the Grappling Hook to pull chests of Rupees from the destroyed Warships, then sail into the Islet of Steel's large entrance.

Hop out of your boat and swim to the steps in the islet's interior. Play the "Wind's Requiem" at the Wind Crest to reveal a chest containing Triforce Chart #1.

Sea Platform

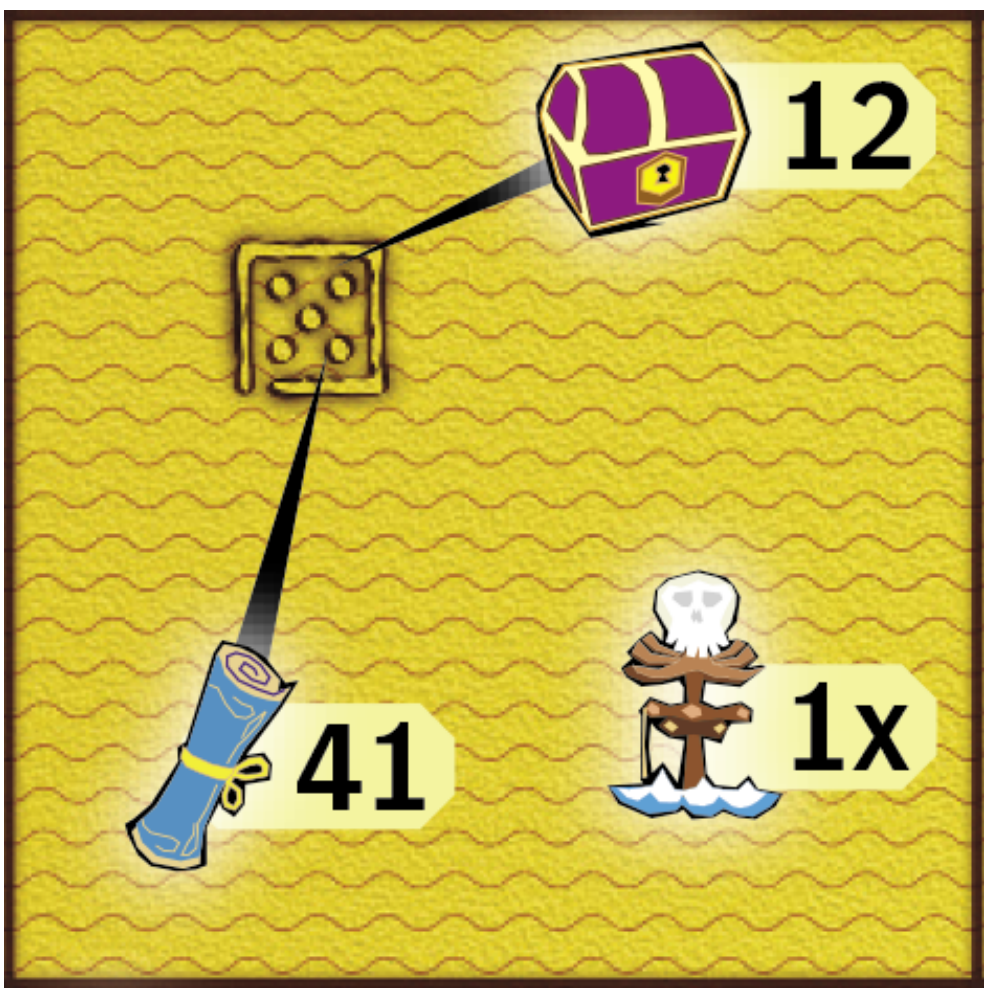
Sail to the Sea Platform in this sector, and climb its ladder. Defeat the enemies on top of the platform (which include two Wizzrobes) to reveal a chest, which contains a minor reward.

Silver Rupee (via Treasure Chart #35)

Find and open Treasure Chart #35 (inside the Wind Temple [D1] dungeon) to pull a chest from the Great Sea near the Islet of Steel. The chest contains a Silver Rupee.

Islands of the Great Sea

Five-Eye Reef (B6)



The Five-Eye Reef gets its name from the way it looks from above. Inside the perimeter of the reef's rocky walls are five circular, eyelike pillars. After you rescue Aryll from the Forsaken Fortress, enemy Warships and wall-mounted cannons appear here.

Sea Platform

Sail up to the single Sea Platform in this sector and climb its ladder. Defeat the enemies on top of the platform to reveal a chest, which contains a minor reward.

Silver Rupee (via Treasure Chart #12)

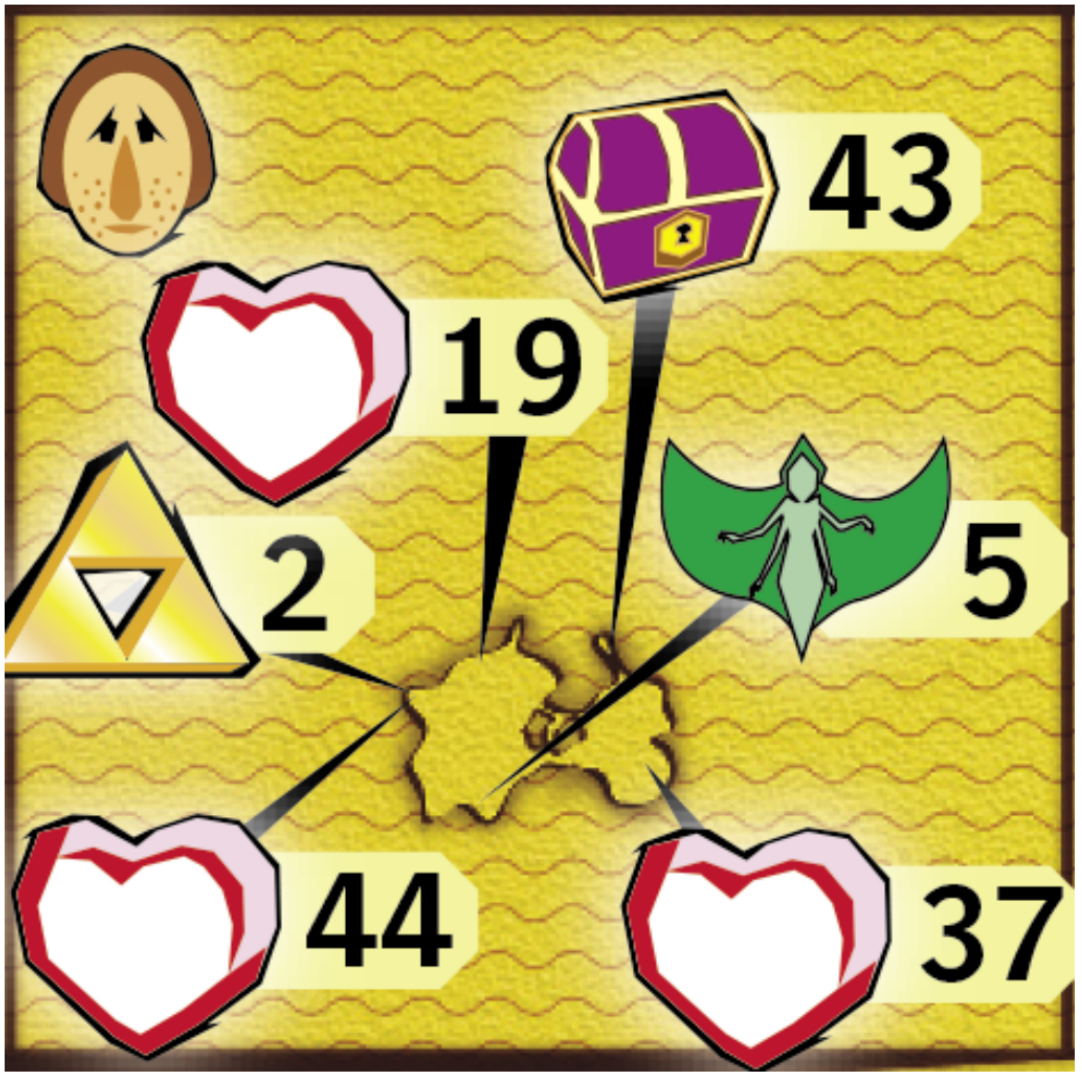
Find and open Treasure Chart #12 (found inside the Earth Temple [C7] dungeon) to pull a chest from the Great Sea near the Five-Eye Reef. The chest contains a Silver Rupee.

Treasure Chart #41

Bomb all the Warships and wall-mounted cannons that guard the reef to reveal a chest on the reef's central eye. Go to the narrow opening in the wall and walk up the slope and across the top of the reef's wall until you reach its highest point. If needed, play the "Wind's Requiem" to set wind's direction. Then use the Deku Leaf to float to the chest, which contains Treasure Chart #41.

Islands of the Great Sea

Outset Island (B7)



This is Link's native island, where the game starts. Link's childhood friends and his family, including his loving Grandma, live here. It is large and features many items of interest.

Orange Rupee

Crawl beneath Grandma's porch and into the basement. A chest here contains an Orange Rupee.

Beedle's Shop Ship

Enter Beedle's Shop Ship to purchase items. Here he sells a Hyoi Pear for 10 Rupees, All-Purpose Bait for 30 Rupees, and 30 bombs for 60 Rupees. Beedle also sells the Bait Bag here for 20 Rupees if you haven't purchased it yet.

MAP LEGEND

Piece of Heart

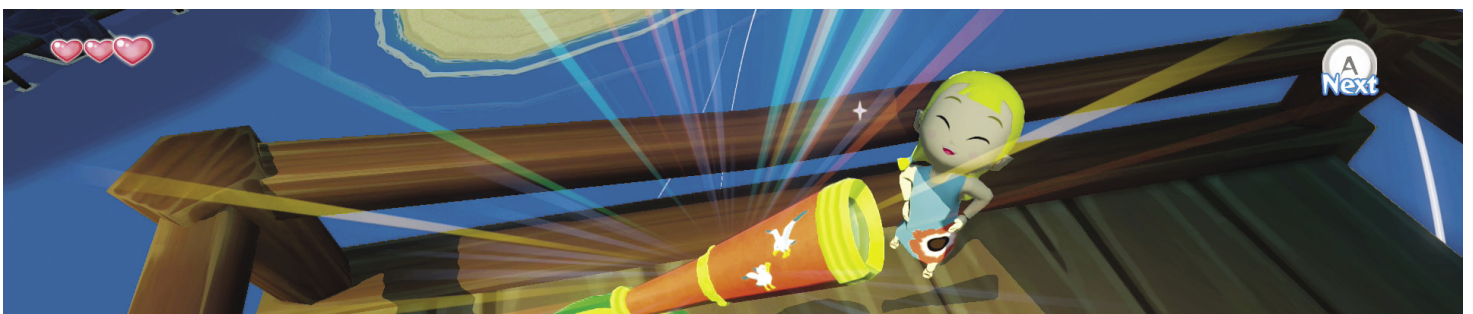
Triforce Shard

Sunken Treasure

Pig Collecting

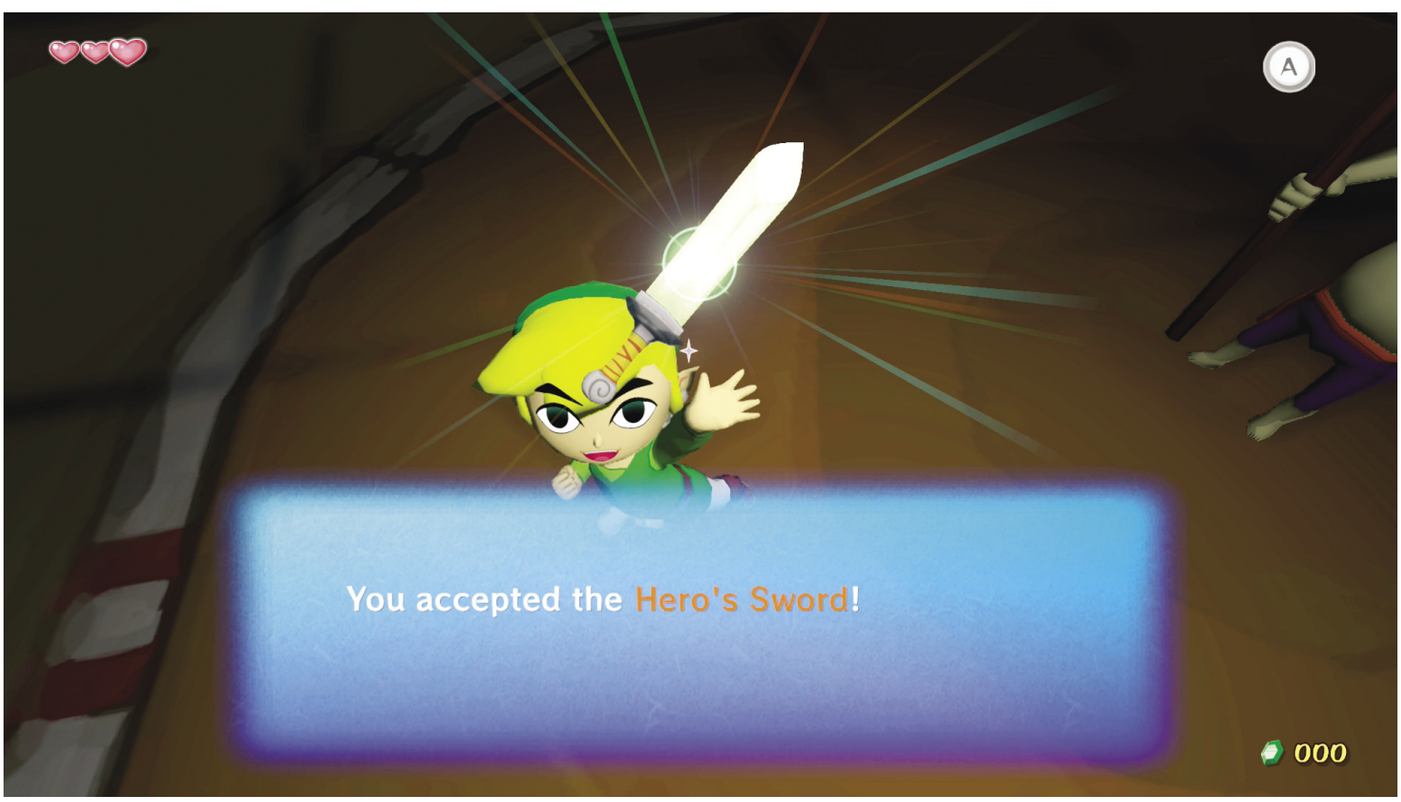
This optional side quest is available only during the earliest stages of the game. Collect the three pigs on the island and take them to Rose, who is standing near her pigpen. Throw each pig into Rose's pigpen and then talk to her. She loves pigs so much that she gives you a Red Rupee for each one you bring to her pen.

Telescope



Aryll gives you the Telescope when you talk to her after changing into the Hero's Clothes. It is the first of many items that you acquire as you play through the game.

Hero's Sword



After using the Telescope to see the Helmaroc King drop Tetra into the Forest of Fairies, go to Orca's house. He gives you the Hero's Sword and teaches you the basics of sword fighting.

Hero's Shield

After you save her, Tetra demands that you get a shield as protection before she takes you to the Forsaken Fortress. Return to Grandma's house and talk to her to get the Hero's Shield.

Elixir Soup

When you return to Outset Island after acquiring bombs, visit Grandma, who's sick with worry over her two grandchildren. Use a Red Potion or a captured Fairy from an Empty Bottle to heal her. Once healed, she gives you some Elixir Soup, which fully restores your Life Gauge and Magic Meter when used. It also lets you deal double damage until you are hit. Return to Grandma any time to refill your bottle with Elixir Soup. You can use it twice before you need a refill.

Rupee Wallet Upgrade (via Great Fairy #5)

A Great Fairy dwells in a Fairy Fountain inside the Forest of Fairies above Outset Island. You need the Deku Leaf and the bombs to reach the Great Fairy. By the time you get the bombs, the bridge that leads to the Forest of Fairies' entrance has fallen into ruin. Use the Deku Leaf to glide across the ruined bridge and reach the forest's entrance.

Once inside the forest, proceed until you come to a large boulder near a sign. Bomb the boulder to reveal a hole leading to the Fairy Fountain, where you get the ability to carry more Rupees. Return here any time to catch Fairies and restore your Life Gauge.

Piece of Heart #37

When you return to Outset Island later in the game, go up to Rose and Abe's house. Their pigpen holds an extremely fat gray pig. Abe hints that the pig, given some All-Purpose Bait, loves to dig in dark soil. Carry the pig to the lower area of the island. Cross the wooden planks to the island's east side, where you see two patches of dark soil and regain Power Bracelets.

Put the pig down on the dark gray patch of soil nearest the rocky wall and then spread some All-Purpose Bait. The pig grunts, eats the bait, and then digs, pulling out Piece of Heart #37.

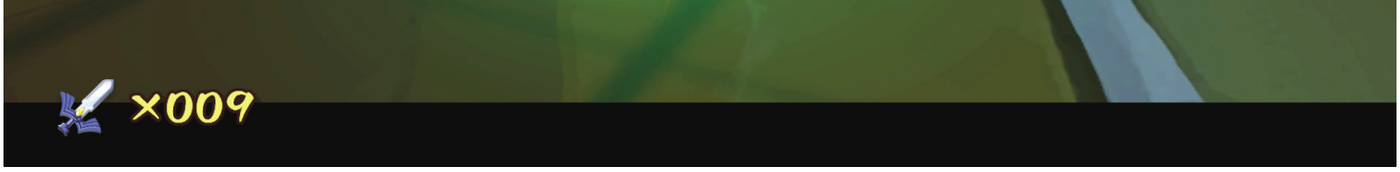
Hurricane Spin Attack

When you return to Orca's house after collecting 10 Knight's Crests, he teaches you a powerful new attack. Show him your Knight's Crests, and he asks for 10 of them. Give them to him, and he teaches you the Hurricane Spin attack.

Piece of Heart #19 (via Combat Training)

Spar against Orca and earn his respect. Hit him 100 times or more while sparring and he grants you the rank of Knight and gives you a Purple Rupee. Hit him 500 times or more to earn the rank of Master and receive Piece of Heart #19.

After you 9-target Orca, hit him with two to four regular $ attacks, then quickly bring up your shield to block his counterattack. (You may have to wait a few seconds before he attacks, but don't let your guard drop.) If you take only two swipes each time you attack and then hold your shield up immediately afterward, Orca can't hit you and you can hit him up to 999 times. Use Switch targeting when you spar with Orca to remain targeted on him without having to hold 9.



Triforce Shard #2(Via Secret Cave)

Head to the ruined bridge that used to lead to the Forest of Fairies high above Outset Island. Look for a large stone face on a grassy ledge in the distance. From this high area, use the Deku Leaf to glide over to the stone face. Lift the face to reveal a hole (you need the Power Bracelets to do this). Drop into the Secret Cave, which is called the Savage Labyrinth.

Head down each floor of the Savage Labyrinth, defeating enemies as you go. Every 10th floor is a rest area where you can collect Hearts and Rupees. If you need more Hearts, use your Grappling Hook to pull them out of enemies (stun them first with the Boomerang). At the 30th floor, you see a chest containing Triforce Shard #2.

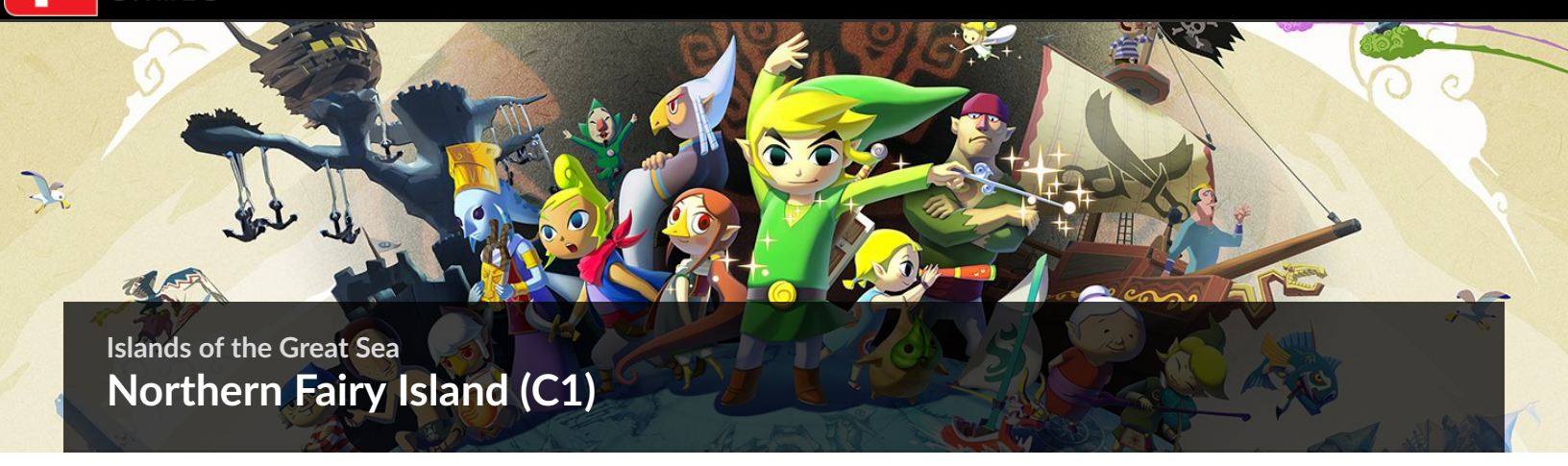
Hero’s Charm (Via Savage Labyrinth)

After you collect Triforce Shard #2 from the 30th floor of the Savage Labyrinth, go onward. Use the Mirror Shield to reflect a beam of light to destroy a large stone statue on the 30th floor. Drop into the hole that the statue was covering to reach the 31st floor of the Savage Labyrinth.

Focus on defeating the enemies on each floor as you head to the 50th floor. You will receive no Hearts on the 40th floor, so be prepared with plenty of healing items. The 50th floor sports a chest that contains the Hero’s Charm, which reveals enemy Life Gauges during battle. Nice fighting!

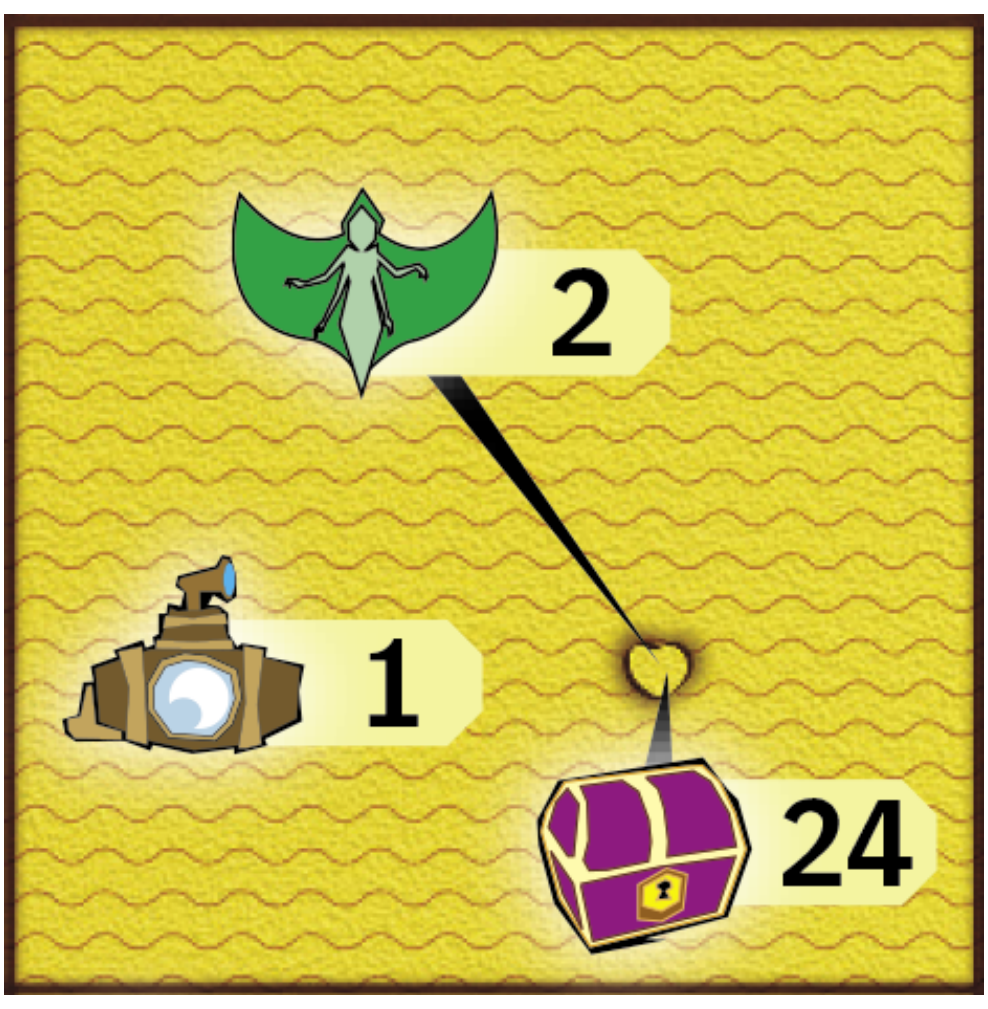
Orange Rupee (via Treasure Chart #43)

Find and open Treasure Chart #43 (found on the Sea Platform in the Horseshoe Island [A7]) to pull a chest from the Great Sea near Outset Island. The chest contains an Orange Rupee.



Islands of the Great Sea

Northern Fairy Island (C1)

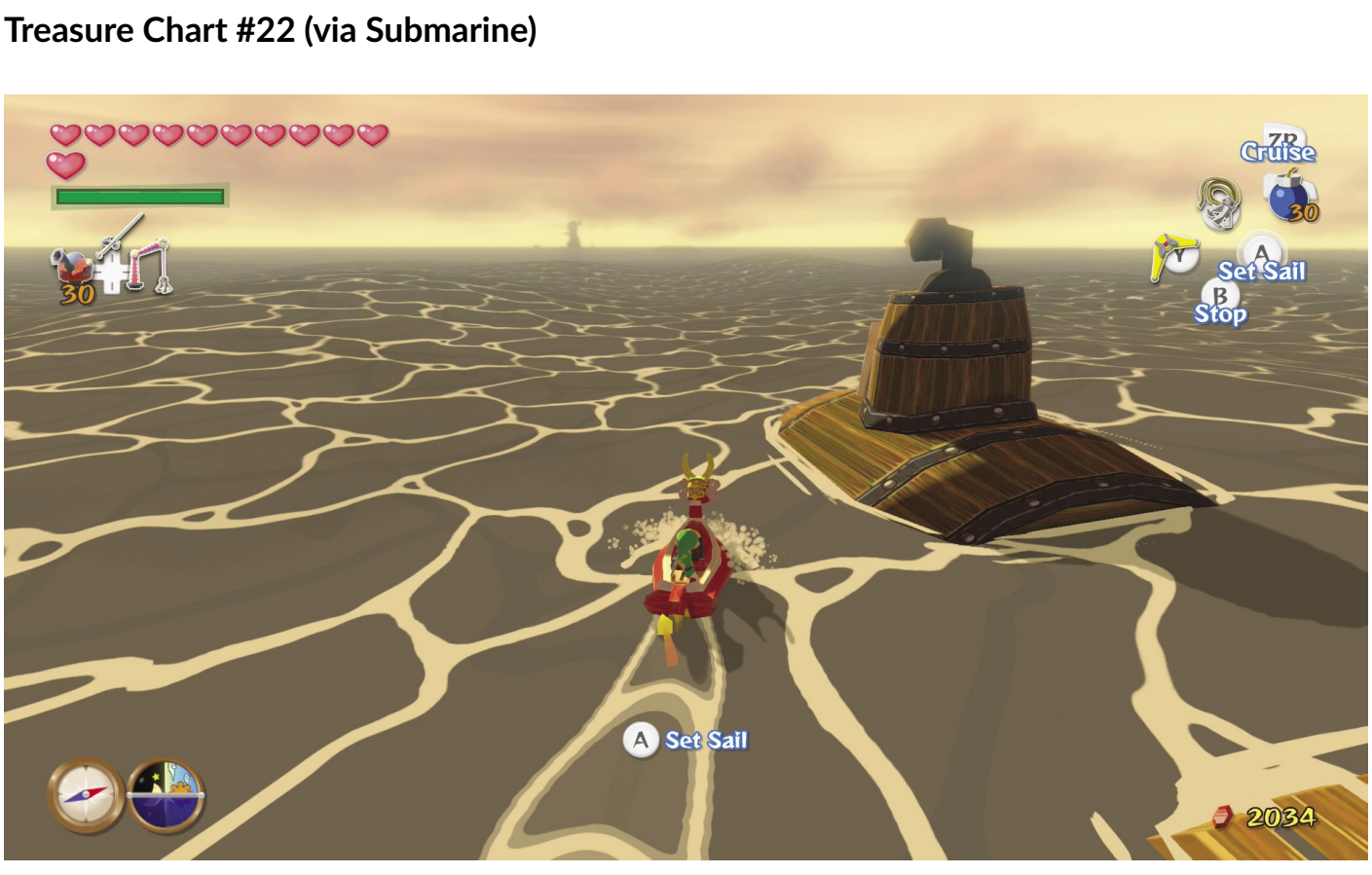


Northern Fairy Island is a small, heart-shaped bit of land with a large conch shell sticking up from its middle. One of the Great Fairies dwells here and upgrades your maximum Rupee-carrying capacity.

Blue ChuChu

Defeat the Blue ChuChu near the eastern palm tree for a Blue Chu Jelly.

Treasure Chart #22 (via Submarine)



Treasure Chart #22 is in a submarine in this sector. Old Man Ho-Ho is looking at the submarine from the island, using his telescope. Sail to the submarine, then climb onto it and enter the doorway leading inside.

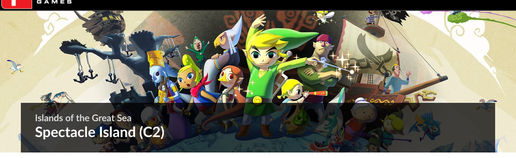
This is the only submarine in which you don't have to fight any enemies to get the treasure. Five Moblins patrol the lower area of the sub, but you can use the rope of the hanging lanterns to reach the chest on the other side for Treasure Chart #22.

Rupee Wallet Upgrade (via Great Fairy #2)

Bomb the large boulder to open the way into the conch shell. Drop down the hole inside to enter a Fairy Fountain where you find a Great Fairy. The Great Fairy upgrades the amount of Rupees you can carry and invites you to return any time if you need to replenish your Life Gauge.

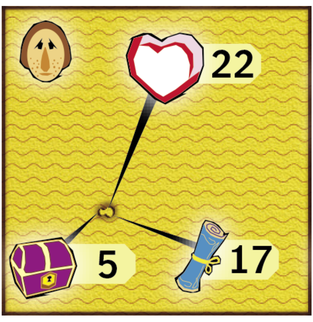
Silver Rupee (via Treasure Chart #24)

Find and open Treasure Chart #24 (at Windfall Island [D2]) to pull a chest from the Great Sea near Northern Fairy Island. The chest contains a Silver Rupee.



Islands of the Great Sea

Spectacle Island (C2)



Spectacle Island is fairly small and has a short wooden bridge connecting its two land masses. Could this tiny bit of land be all that's left of the fabled Spectacle Rock?

Ghost Ship Notice

The Ghost Ship appears near this island on nights with a left crescent moon.

Beedle's Shop Ship

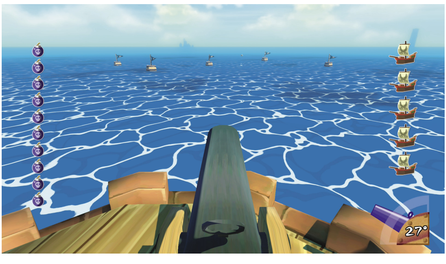
Enter Beedle's Shop Ship, which slowly sails around this island, to purchase items from Beedle. Here he sells Hyoi Pears for 10 Rupees, All-Purpose Bait for 30 Rupees, and 30 bombs for 60 Rupees.

Blue ChuChu

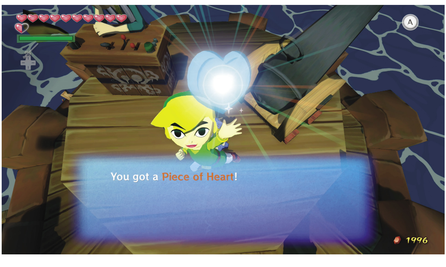
Defeat the Blue ChuChu on the sand underneath the short wooden bridge for a Blue Chu Jelly.

Piece of Heart #15 and Treasure Chart #17 (via Cannon Minigame)

Climb the ladder and talk to the man sitting near the cannon. For 50 Rupees, play the Cannon minigame by firing cannonballs at five barrels floating at random on the Great Sea. You must hit all five using no more than 10 shots.



Aim carefully before firing and line up the cannon directly with its target. Use your judgment to set the angle of trajectory. With practice, you get used to the power of the cannon and have better luck guessing the degree of trajectory to use.



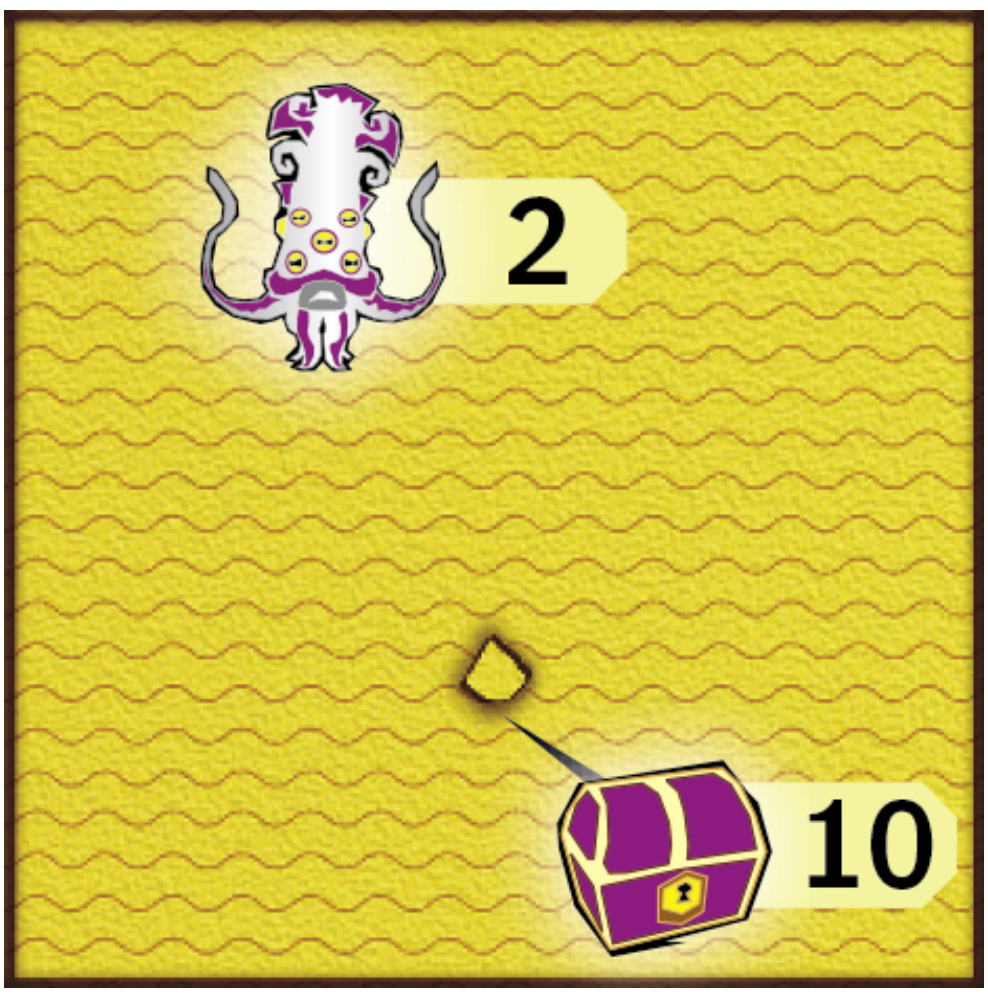
The first time you win the Cannon minigame, you're awarded Piece of Heart #15. The second time, you get Treasure Chart #17. For each win after that, you receive an Orange Rupee.

Silver Rupee (via Treasure Chart #22)

Finding and opening Treasure Chart #22 (which is inside the submarine near Northern Fairy Island [C1]) allows you to pull a chest containing a Silver Rupee from the Great Sea near Spectacle Island.

Islands of the Great Sea

Tingle Island (C3)



This is Tingle's island. He's always found here after you free him from his cell at Windfall Island (D2). Come to this island after you find a new Triforce Chart and have Tingle decipher it for 398 Rupees.

Blue ChuChu

Defeat the Blue ChuChu near the small wooden sign for a Blue Chu Jelly.

Silver Rupee (via Treasure Chart #10)

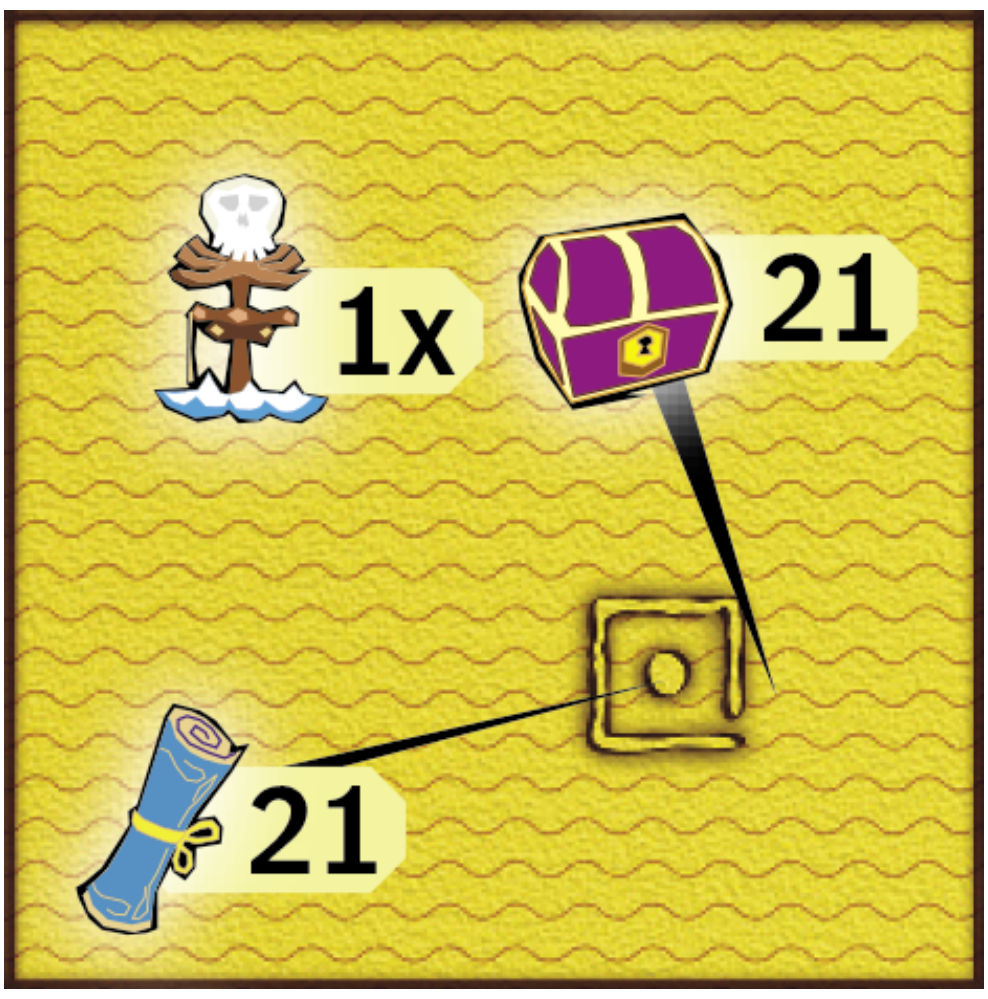
Find and open Treasure Chart #10 (at Crescent Moon Island [E1]) to pull a chest from the Great Sea near Tingle Island. The chest contains a Silver Rupee.

Piece of Heart #16 (via Big Octo #2)

This sector has a 12-eyed Big Octo. Sail toward the flock of circling seagulls to find it, and then use the Boomerang to target up to five of its large, yellow eyes at once. When 12 eyes turn blue, the defeated Big Octo leaves behind a ring of light. Use the Grappling Hook to haul up a chest containing Piece of Heart #16.

Islands of the Great Sea

Cyclops Reef (C4)



The Cyclops Reef gets its name from the way it looks from above—a lone, circular pillar stands inside the reef's rocky walls. After you rescue Aryll from the Forsaken Fortress, enemy Warships and wall-mounted cannons appear here.

Sea Platform

Sail up to the single Sea Platform and climb its ladder. Defeat the enemies on top to reveal a chest containing a minor reward.

Treasure Chart #21

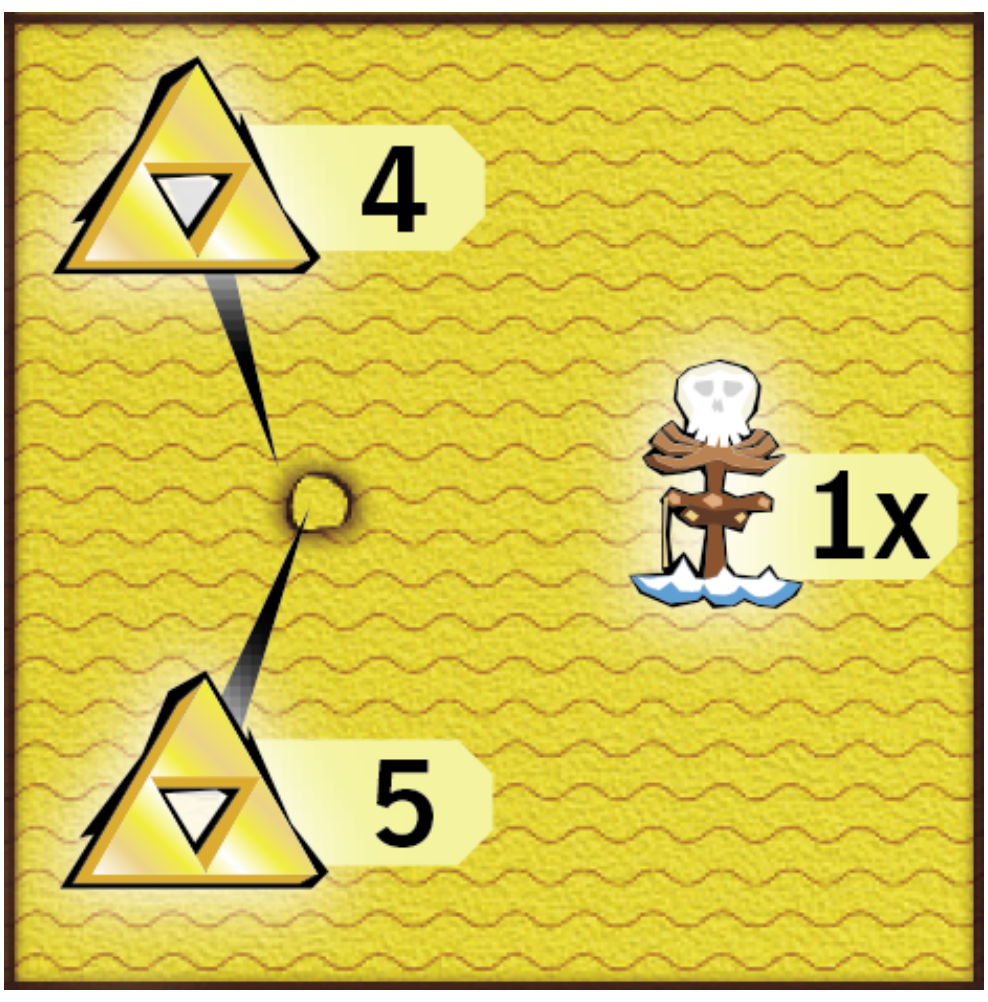
Bomb all the Warships and wall-mounted cannons to reveal a chest on the reef's only "eye." Go to the narrow opening in the wall and walk up the slope and across the top of wall to its highest point. If needed, play the "Wind's Requiem" to direct the wind, and then use the Deku Leaf to float to the chest, which contains Treasure Chart #21.

Light Ring Chart (via Treasure Chart #21)

Find and open Treasure Chart #21 (found at this island) to pull a chest from the Great Sea near the Cyclops Reef. The chest contains the Light Ring Chart.

Islands of the Great Sea

Stone Watcher Island (C5)



This is a medium-sized island named for the giant stone face that sits at its top. What could that huge stone face be watching over?

Blue ChuChu

Defeat the Blue ChuChu behind the giant stone face for a Blue Chu Jelly.

Piece of Heart #18 (via Sea Platform)

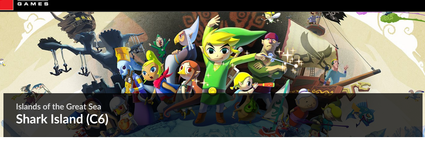
Sail up to the single Sea Platform and destroy its cannons to reveal a chest containing Piece of Heart #18.

Triforce Shard #5 (via Secret Cave)

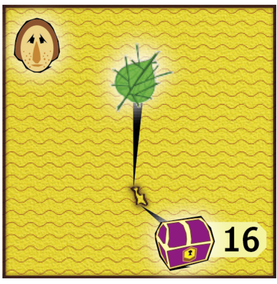
With the Power Bracelets, lift the huge stone face at the top of this island to reveal a hole. Drop into the hole to enter a small Secret Cave. Clear each room of enemies to unseal the final door. When you enter it, play the “Wind’s Requiem” at the Wind Crest on the floor to reveal a chest containing Triforce Shard #5.

Triforce Shard #4 (via Triforce Chart #2)

After you find, open, and pay Tingle 398 Rupees to decipher Triforce Chart #2 (found at the Bird’s Peak Rock [G5]), you can pull a chest from the Great Sea near Stone Watcher Island. The chest contains Triforce Shard #4.



Shark Island (C6)



From a bird's-eye view, Shark Island looks like a giant shark. This relatively small island features four switches and a hole surrounded by fire.

Withered Deku Tree Watch

One of the eight Withered Deku Trees appears on this island after you clear the Forbidden Woods dungeon.

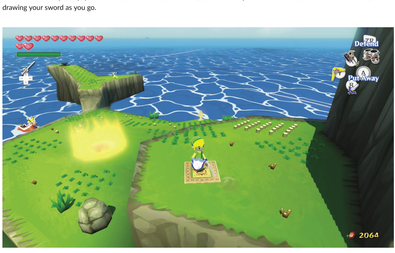
Silver Rupee (via Treasure Chart #16)

Find and open Treasure Chart #16 (on the Sea Platform in Seven-Star Isles [F1]) to pull a chest from the Great Sea near Shark Island. The chest contains a Silver Rupee.

Silver Rupee (via Secret Cave)

If you have the Iron Boots and the Skull Hammer, you can activate all four switches (within a time limit) and lower the flames around the island's hole, which leads to a Secret Cave.

First cut down any saplings in the way of the switches. A clear path to each switch saves time. Then head to the "tail" of the island and ready your Skull Hammer and Iron Boots. Stand on top of the switch here and activate it by equipping the Iron Boots. Immediately unequip the Iron Boots and run to the white, diamond-shaped switch on the other side of the island, drawing your sword as you go.



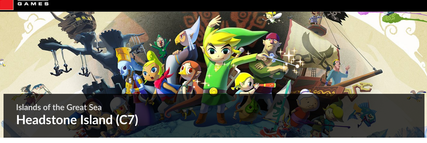
Whack the diamond-shaped switch with your sword and then jump onto the nearby pressure switch to activate it as well. Now jump down to the peglike switch, lock on to it, and put the hammer down. An updraft appears next to the island and the ring of flames disappears, allowing you to enter the Secret Cave.

Inside, you face a tough battle. Moblins, Darknuts, and several other enemies come at you in mixed waves. If you defeat them all, a chest with a Silver Rupee appears.

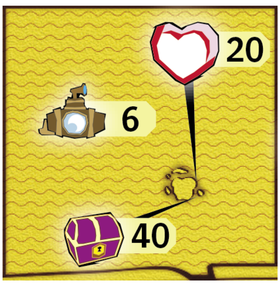
Blue ChuChu

Activating all four switches on this island creates an updraft nearby. Use this updraft to reach the highest part of the island, where you find a Blue ChuChu. Head to the "tail" of the island where the Iron Boots switch is located, and set the wind to blow southeast. Use the Deku Leaf to glide into the updraft. Be prepared to battle the wind.

High in the air, go with the wind and head for the highest area of the island. Defeat the Blue ChuChu found there and collect its Blue Chu Jelly.



Headstone Island (C7)



Few realize that Headstone Island is an alternate entrance into the Earth Temple. Long ago, a giant stone head sealed off the entrance (and gave the island its name). Lift the massive stone head with the Power Bracelets, toss it aside, and enter the Earth Temple dungeon.

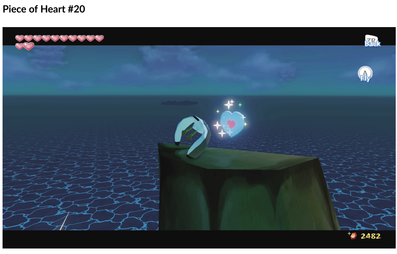
Treasure Chart #14 (via Submarine)

Treasure Chart #14 is found inside a submarine. Sail to the submarine, climb onto it, and enter the doorway leading inside, but be prepared!

As soon as you enter, you're thrown off the balcony and into the main area, where several Bombchu and Bomb Plants wait to drive you insane. Eliminate the Bombchu quickly by ZL-targeting each one and using the Boomerang. This way you can fire and forget. Using your sword can be dangerous, as Bomb Plants detonate shortly after being struck.

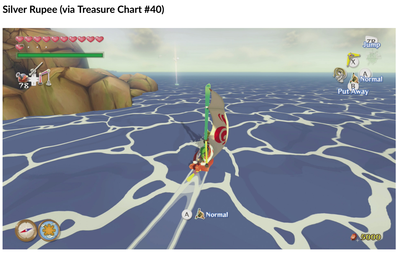
You can't escape this submarine until you wipe out every Bombchu. An escape ladder leads to the balcony, but it's blocked by fire until you defeat all Bombchus. Then the fire disappears and a second ladder drops from the ceiling, leading up to a chest that contains Treasure Chart #14.

Piece of Heart #20



If you have a Hyoi Pear handy, you're in luck. A Piece of Heart sits atop the highest spire. Take control of a seagull and fly directly into the Piece of Heart.

Silver Rupee (via Treasure Chart #40)

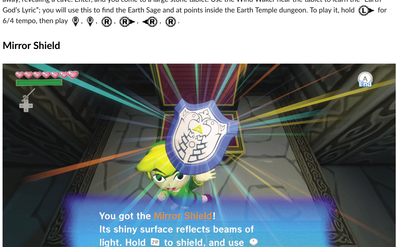


Find and open Treasure Chart #40 (found atop a Sea Platform in Southern Fairy Island [D6]) to pull a chest from the Great Sea near Headstone Island. The chest contains a Silver Rupee.

Earth God's Lyric

If you have the Power Bracelets—found inside the Secret Cave at Fire Mountain (F3)—lift the giant stone head and throw it away, revealing a cave. Enter, and you come to a large stone tablet. Use the Wind Waker near the tablet to learn the "Earth God's Lyric"; you will use this to find the Earth Sage and at points inside the Earth Temple dungeon. To play it, hold L for 6/4 tempo, then play ↓, ↓, Ⓡ, Ⓡ, ←Ⓡ, Ⓡ.

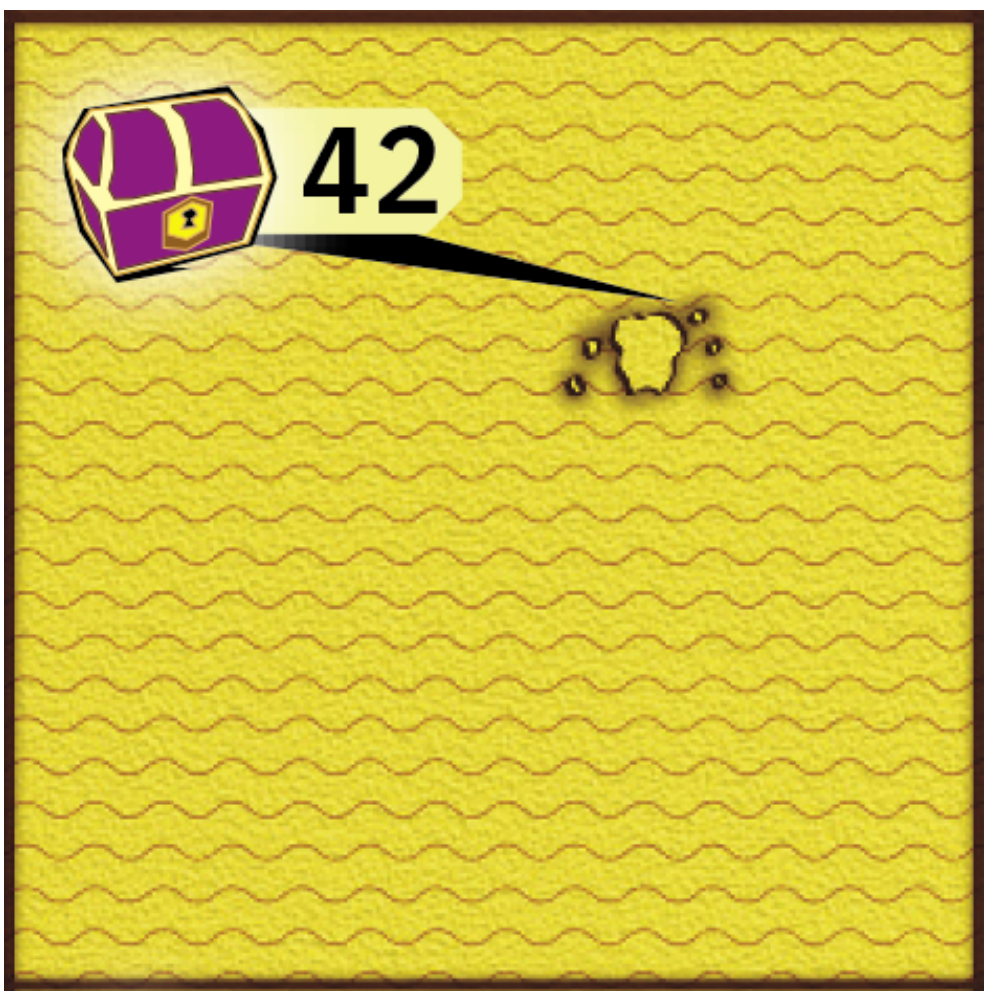
Mirror Shield



Hidden in the Earth Temple dungeon is the Mirror Shield, which is capable of reflecting beams of light. Refer to the walkthrough for more information on the Mirror Shield.

Islands of the Great Sea

Gale Isle (D1)



Few realize that Gale Isle is an alternate entrance into the Wind Temple. Long ago, a powerful, constant blast of wind sealed off the entrance (and gave the island its name). With the Iron Boots, you can walk into the wind and enter the Wind Temple dungeon.

Wind God's Aria

If you have the Iron Boots—found inside the Secret Cave at Ice Ring Isle (E6)—you can walk through the powerful wind that blocks the cave entrance on Gale Isle. Using the Skull Hammer, smash the statue that is the source of the wind and enter the cave. Inside is a large stone tablet. Use the Wind Waker near the tablet to learn the "Wind God's Aria," which you use to find the Wind Sage and at points inside the Wind Temple dungeon. To play the song, hold L for 6/4 time and then press R, R, R, R, R, R.

Hookshot

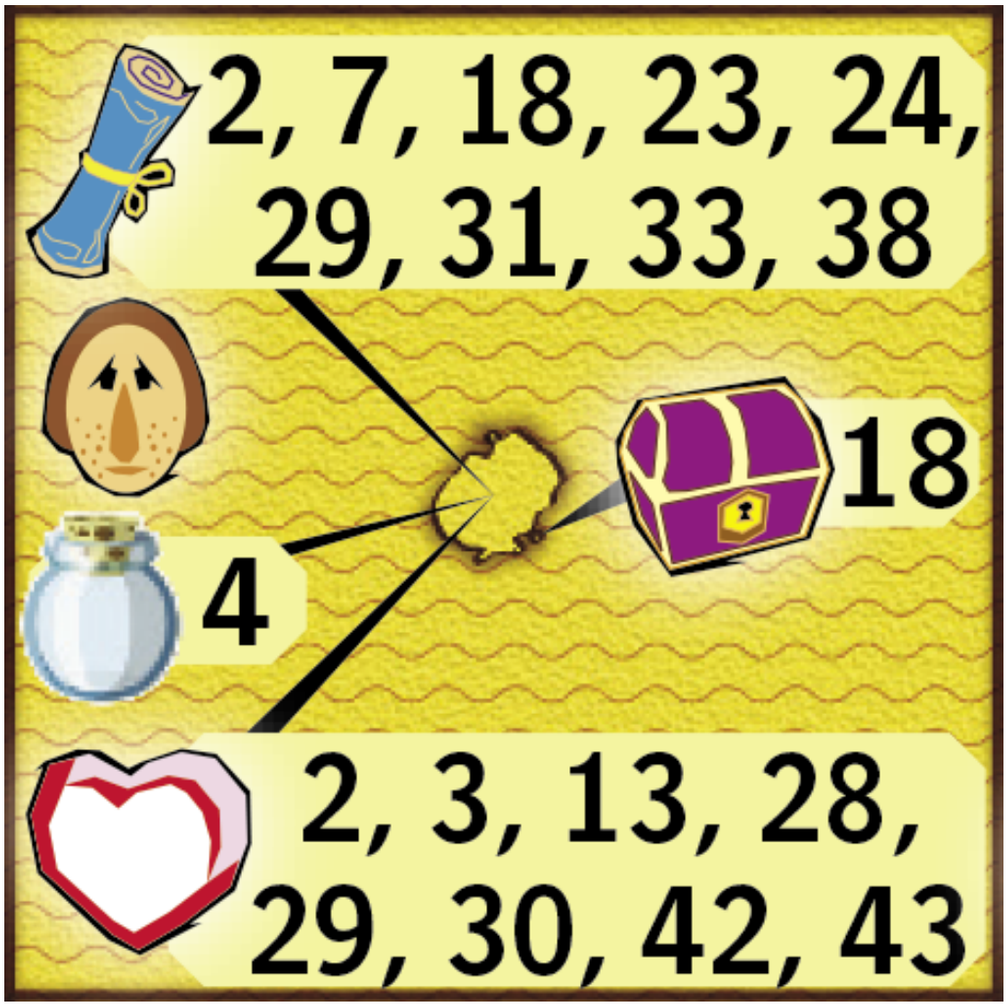
Hidden in the Wind Temple dungeon is the Hookshot, which grabs distant objects and enemies and pulls them toward you (or you toward them, depending on the weight of the object). Refer to the walkthrough for more information on the Hookshot.

Orange Rupee (via Treasure Chart #42)

Find and open Treasure Chart #43 (which is found from the "Piggy-Sitting" minigame on Windfall Island) to pull a chest from the Great Sea near Windfall Island. The chest contains a single Orange Rupee.

Islands of the Great Sea

Windfall Island (D2)



Windfall Island is small, but it has the most populated village in all of the Great Sea. Several people go about their daily business here, and many side quests are available. Check out everything each time you dock at this bustling island.

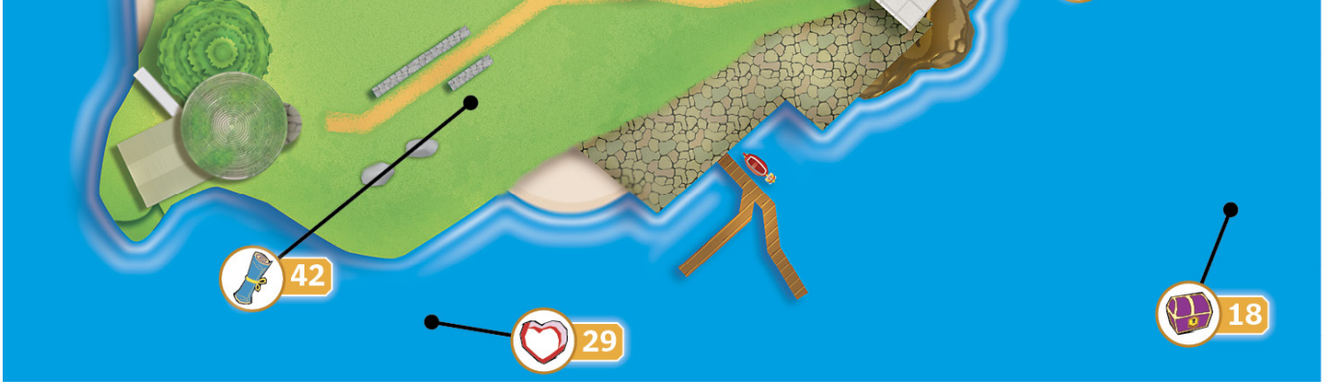
Piece of Heart

Treasure Chart

Sunken Treasure

Empty Bottle

Swift Sail



Windfall Shops

Windfall Island offers many things to purchase and several shops to visit. Become familiar with each shop as you explore Windfall.

Bomb Shop

Until you get the Bombs item, you can't do much at the bomb shop. After you've acquired the Bombs item, you can purchase bombs from the bomb shop any time. You get 10 bombs for 20 Rupees, 20 bombs for 35 Rupees, or 30 bombs for 50 Rupees, making this a better deal than Beedle's Shop Ship.

Chu Jelly Juice Shop

At first, you can purchase only Red Potions from the Chu Jelly Juice Shop, which cost 20 Rupees and restore up to eight Hearts on Link's Life Gauge. After you've collected 15 Green or 15 Blue Chu Jellies, give them to Doc Bandham. He invents a Green or Blue Potion, which you can purchase anytime thereafter. Green Potions cost 10 Rupees and fill Link's Magic Meter; a Blue Potion goes for 60 Rupees and fills both the Life Gauge and Magic Meter. If you're short on Rupees, get a free potion by giving Doc Bandham 5 Chu Jellies of the same color as the potion you want.

Lenzo's Pictography Shop

Until you acquire the Picto Box, you can't do much at the Pictography Shop. After you find the Picto Box, talk to Lenzo about becoming his assistant. He lets you study under him if you complete three tasks, all of which involve taking pictographs with your Picto Box.

After you acquire the Deluxe Picto Box, you can purchase Legendary Pictographs from Lenzo's Pictography Shop. A Legendary Pictograph shows something in the game that you never have a chance to take a pictograph of—such as a Great Fairy or the water spirit Jabun. Every phase of the moon,, Lenzo sells a Legendary Pictograph for 150 Rupees (if you have seen that character in the story). Purchase them all to complete your figurine collection at the Nintendo Gallery (p. 322)!

Zunari's Stall

In the early stages of the game, Zunari's Stall has only one item to purchase—the Boat's Sail, which sells for 80 Rupees. Talk to Zunari after you defeat the Helmaroc King at the Forsaken Fortress and you can take part in a trading quest to help Zunari pick up some business. Each item you receive in trade from the three Traveling Merchants is delivered to Zunari's Stall. These items may then be purchased from Zunari and used to decorate Windfall Island.

Beedle's Shop Ship

Enter Beedle's Shop Ship, which slowly sails around this island, to purchase items. Here Beedle sells 10 arrows for 30 Rupees, 30 arrows for 60 Rupees, and All-Purpose Bait for 30 Rupees.

Tingle Bottle and Tingle's Chart

The first time you arrive at Windfall Island, you will have to free Tingle from his jail cell; but you get a couple of goodies. To find the jail, run to Tott, who's dancing by the gravestone, then turn around and enter the wooden door you see on the nearby building.

To open the door of Tingle's cell, step on the pressure switch on the floor inside the jail. The door swings open, and after some dialogue, Tingle gives you the Tingle Bottle and Tingle's Chart. Refer to the "Equipment and Items" chapter for more information on both of these.

Picto Box

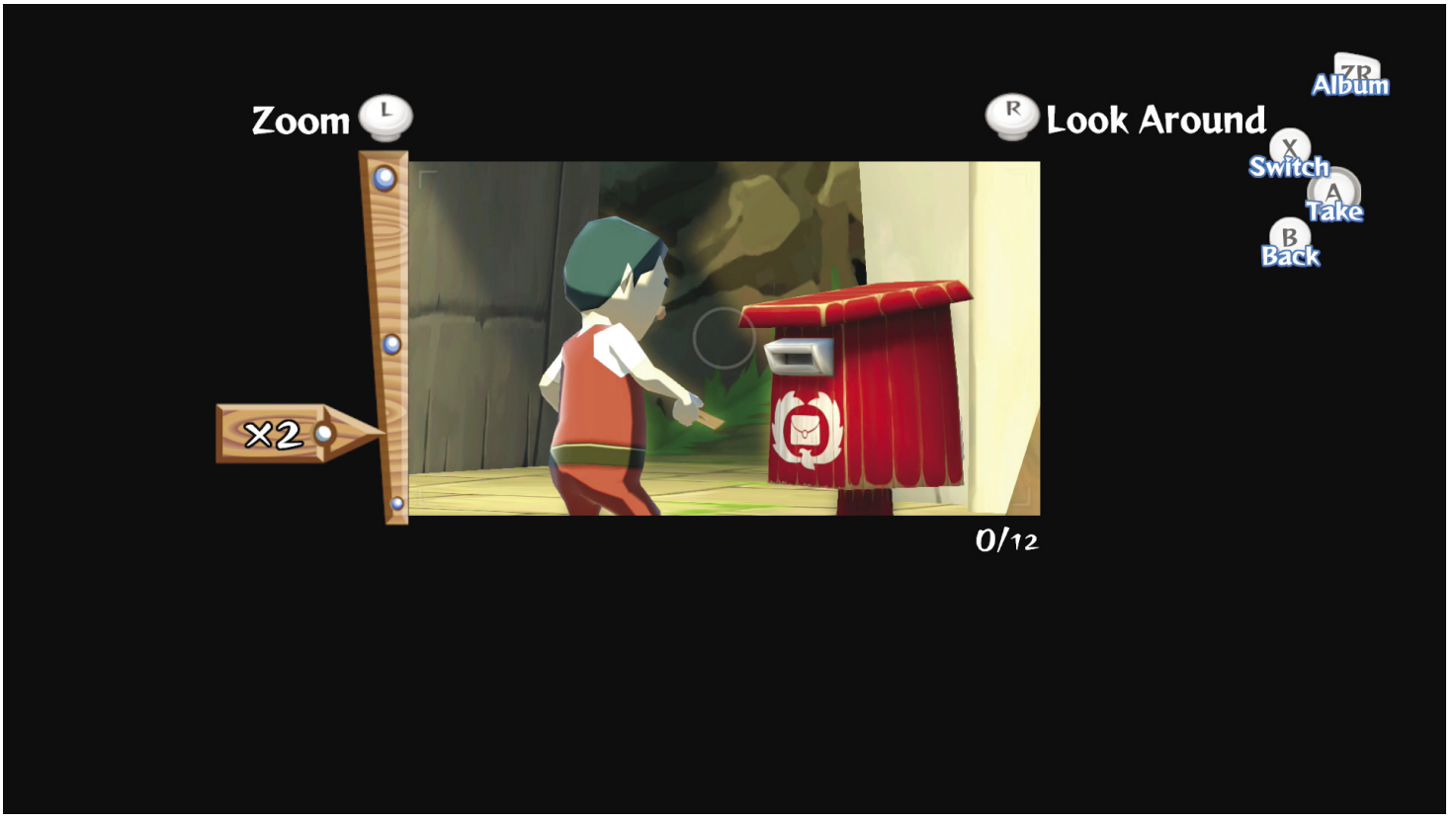
After you free Tingle from jail, enter his cell and shove the large wooden crate to one side, revealing a crawl space. Enter it.

The crawl space is a short maze with a number of trapdoors. Don't crawl onto any wooden floorboards! If you do, you fall through a trapdoor and have to start over. You know you're on the right track when you begin to pick up Rupees.

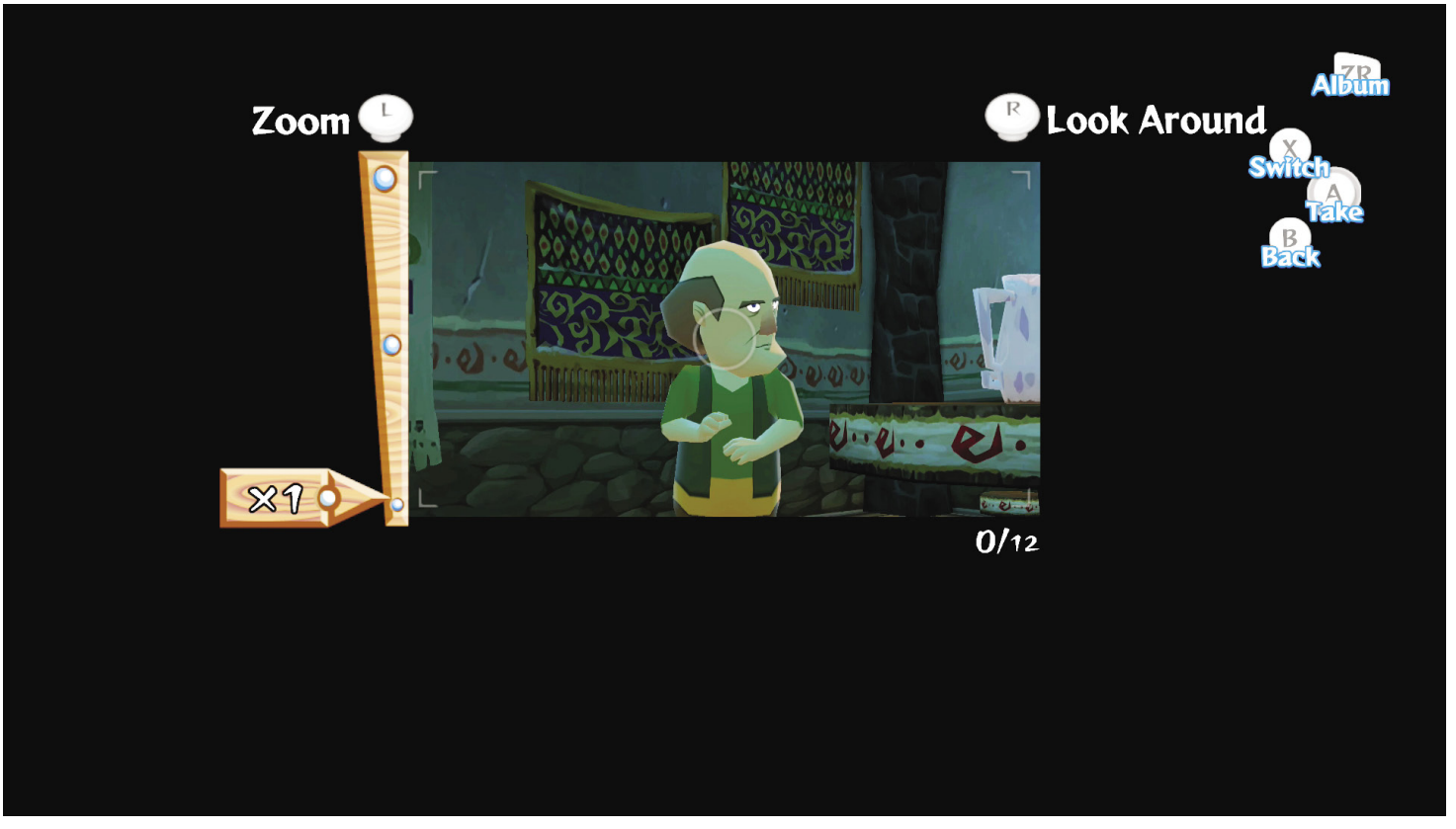
Eventually, you come to a small cavern with a chest. Open the chest to get the Picto Box, which allows you to take black-and-white pictographs. Read the two stone tablets in this cavern to learn all about the Picto Box (or refer to the "Equipment and Items" chapter). Crawl onto a trapdoor for a quick exit.

Deluxe Picto Box

To get the Deluxe Picto Box, which captures full-color pictographs, you must complete three tasks for Lenzo using the standard Picto Box.



The first task is fairly simple: Wait by the postbox near the town's main gate until you see someone mail a letter. The person you're looking for is Garrickson, the black-haired man with a mustache and red overalls. He starts by Lenzo's Pictography Shop and slowly walks around, past the Chu Jelly Juice Shop, on his way to the postbox. Position yourself so you can take a good pictograph of Garrickson just as he's mailing his letter, then return to Lenzo for your next task.

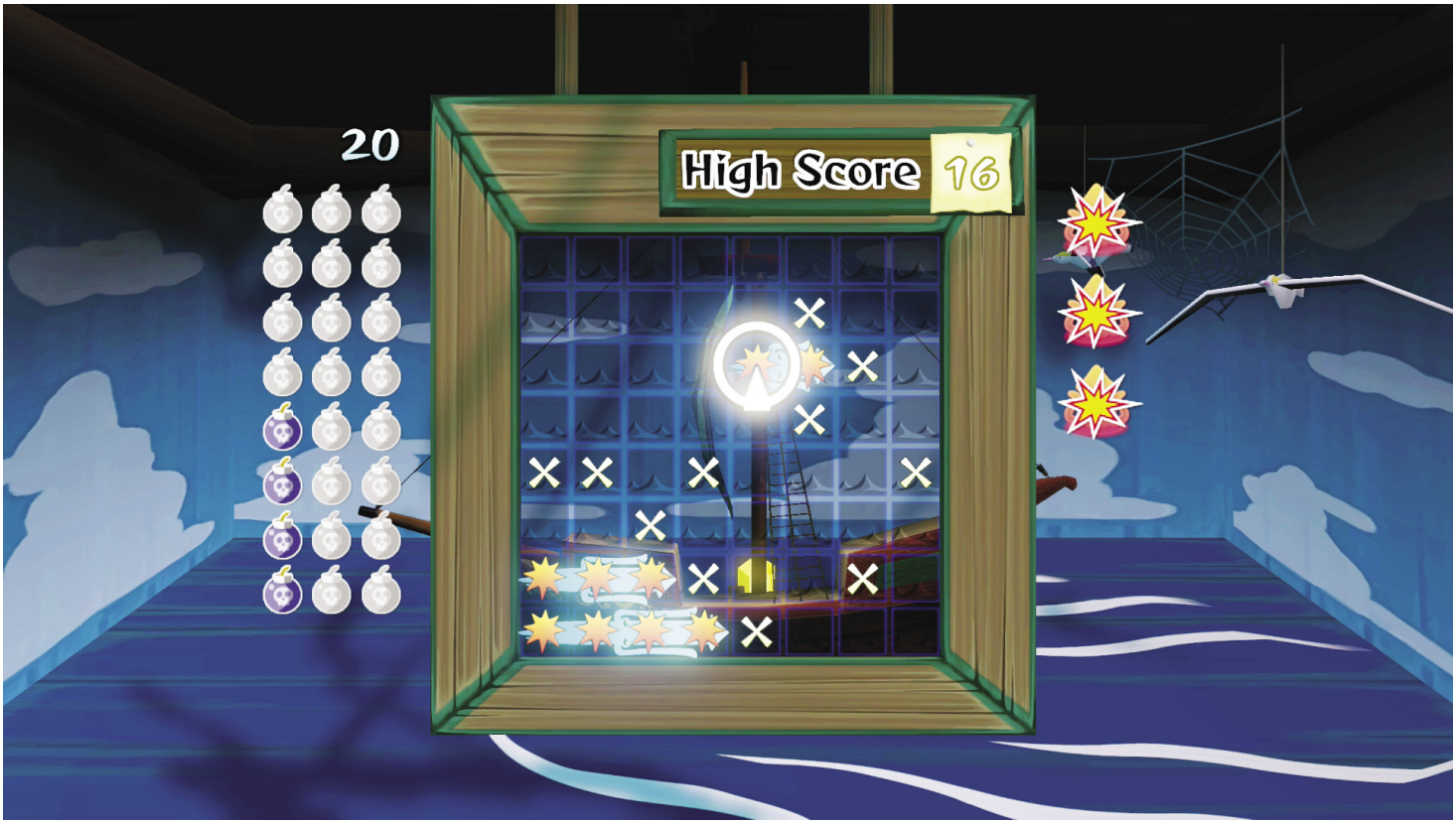


Your next assignment is to take a picture of someone who shakes in fear at a loud noise. Enter the cafe in the daytime, pick up a nearby pot, and smash it against a wall. The cafe's only customer, Gossack, jumps at the sudden noise and then shakes for a few seconds. Take his pictograph as he's shaking in fear. Then return to Lenzo for your third mission.

For Lenzo's final test, you must take a picture of a man and woman, Anton and Linda, who have deep feelings for each other but never really show it. Follow Anton through town. When he reaches the lighthouse building, he stops and looks into Linda's eyes (Linda is wearing the orange dress). Take a pictograph in the split second that their eyes meet, making sure to get both of them in the shot. Return to Lenzo and he gives you the Deluxe Picto Box. Now your quest to complete the Nintendo Gallery can begin (p. 322)!

Piece of Heart #3, Treasure Charts #7 and #23 (via Squid-Hunt Minigame)

Enter the lighthouse and talk to Salvatore, the man behind the counter, to play the "Squid-Hunt" minigame. It costs 10 Rupees per play and can be tried on your first visit to Windfall Island.



Hit and sink all three ships (or in this case, squids) using 24 shots. If you're successful, you win Piece of Heart #3. If you win a second time, you get Treasure Chart #7. If you set a new high score, you win Treasure Chart #23. Each win afterward gets you a Purple Rupee or, if you beat your personal high score, an Orange Rupee.

Treasure Charts #29 and #24

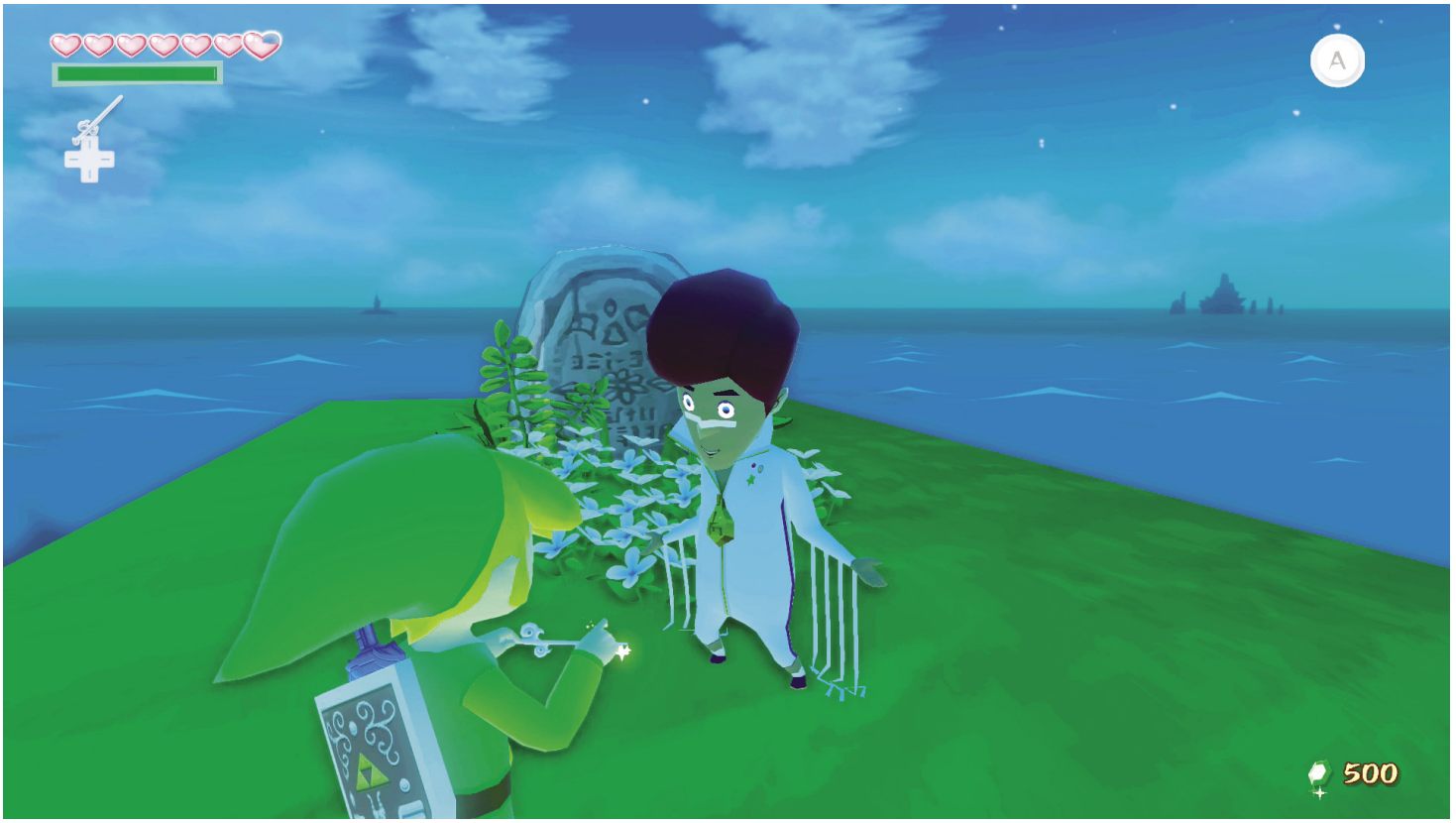
If you have the Deku Leaf, you can enter a secret area on the second floor of Lenzo's Pictography Shop. Stand on top of the wooden stairs that lead to the mansion's second floor and face Lenzo's shop (as pictured above). Set the direction of the wind if needed, and use the Deku Leaf to glide to the balcony on the Pictography Shop's second floor. Enter the door there.

You're inside the walled-off area on the second floor of Lenzo's Pictography Shop, where you find two treasure chests. One holds a Purple Rupee; the other contains Treasure Chart #29.

Look carefully at the space between the two chests and notice the crawl space. Enter and crawl until you come out of a picture frame on the Pictography Shop's stairwell. Climb out and look at Lenzo, who's talking with Minenco. Take out your Deluxe Picto Box and take a pictograph of Lenzo talking to Minenco. Get them both in the shot, then exit the shop.

Take the pictograph of Lenzo and Minenco to the two gossiping ladies standing near the Chu Jelly Juice Shop (Pompie and Vera). After you show them the pictograph, they realize they've been spreading false rumors about Lenzo and thank you for setting them straight. They also give you Treasure Chart #24.

Song of Passing



When you get the Wind Waker, you can learn the "Song of Passing" from Tott at Windfall Island. Run to Tott, who's always dancing near the gravestone, and pull out the Wind Waker. Don't play anything, just stand there for a few seconds as the 3/4 tempo plays by itself.

After a few seconds, Tott realizes that the 3/4 tempo is just what he was missing. He teaches you how to play the “Song of Passing,” which changes day to night or night to day. To play it, press ⓇR, ◀ⓇR, Ⓡ.

Empty Bottle #4

After you defeat the Helmaroc King at the Forsaken Fortress and rescue the kidnapped children, Mila (the blond girl in tattered rags) appears at Windfall Island. During the day she works at Zunari’s Stall, but at night you’ll find her standing near the Chu Jelly Juice Shop. Talk to her at night, and she tells you to get lost. As you walk up the nearby steps, Mila suddenly runs down the path in the opposite direction.

Follow Mila as she makes her way around Windfall, but don't let her see you. Every few steps, Mila turns around and checks to make sure no one is following her. If you're not hidden, Mila sees you and runs off, and you have to start over! If you're partly hidden, Link meows like a cat to fool Mila when she looks over. Eventually, you're able to follow Mila to Zunari's Stall, where she tries to break open Zunari's safe!

Run up to Mila and catch her in the act. If you catch her in time, she's shocked by your presence and makes several excuses, to which you must answer. Just choose the first answer every time, and Mila will give you an Empty Bottle at the end of the dialogue.

Piece of Heart #30

After you've defeated the Helmaroc King at the Forsaken Fortress and rescued the kidnapped children, enter the top floor of the mansion at Windfall Island, where Maggie and her father now live. Ignore her father for now and talk to Maggie, who asks you to mail a love letter for her. Take the letter to the postbox on the island, then return to Maggie.

As soon as you enter their house, you see Maggie's father arguing with a Rito mail carrier. The Rito is not being allowed to deliver the response to Maggie's love letter, because Maggie's father doesn't want his daughter meddling with such things. In a fury, the Rito leaves the house. Leave as well and go to the cafe up the street.

Inside the cafe, you see the Rito mail carrier drowning his sorrows. Talk to him and agree to deliver the letter to Maggie. Return to Maggie and give it to her. She's so grateful for your help that she gives you Piece of Heart #30.

Treasure Chart #2

After getting Piece of Heart #30, you can get Treasure Chart #2 from Maggie's father if you have collected 20 Skull Necklaces. Show him your collection of Skull Necklaces, and he gives you Treasure Chart #2 for 20 of them.

Swift Sail, Piece of Heart #13, Treasure Charts #18 and #38 (via Windfall Auction)

You can participate in the Windfall Auction during the evenings at Windfall Island. Enter the ground floor door of the mansion and talk to Zunari, who runs the auction at night.

Make sure you have plenty of Rupees to throw around before you participate in an auction, especially if you've never tried one before. You must outbid several other residents of Windfall Island to win the prize at the end of the auction.

Auctions last for only one minute, but the clock pauses when someone is bidding or otherwise talking. Your bid meter slowly fills as time passes, but you can make it fill much faster by repeatedly tapping (A). Once your bid meter is full, you are asked to place a bid.

Placing a large bid stuns the other bidders for a few seconds. This is especially useful near the end of the auction. If you place a large enough bid with only a few seconds left on the clock, you most likely win the item. Bid 20 percent or more over the item's current going price to stun your fellow bidders.

The items you can win from the Windfall Auction are Piece of Heart #13, Treasure Chart #18, Treasure Chart #38, and the Swift Sail. Smaller items, like Joy Pendants, are also available. Items are offered at random, so if you don't like the current item, simply leave the auction and immediately return to try your luck again.

Purple Rupee (via Treasure Chart #18)

Find and open Treasure Chart #18 (which you won from the auction here at Windfall Island) to pull a chest from the Great Sea near Windfall Island. The chest contains a Purple Rupee.

Magic Armor and Piece of Heart #42 (via Trading Quest)

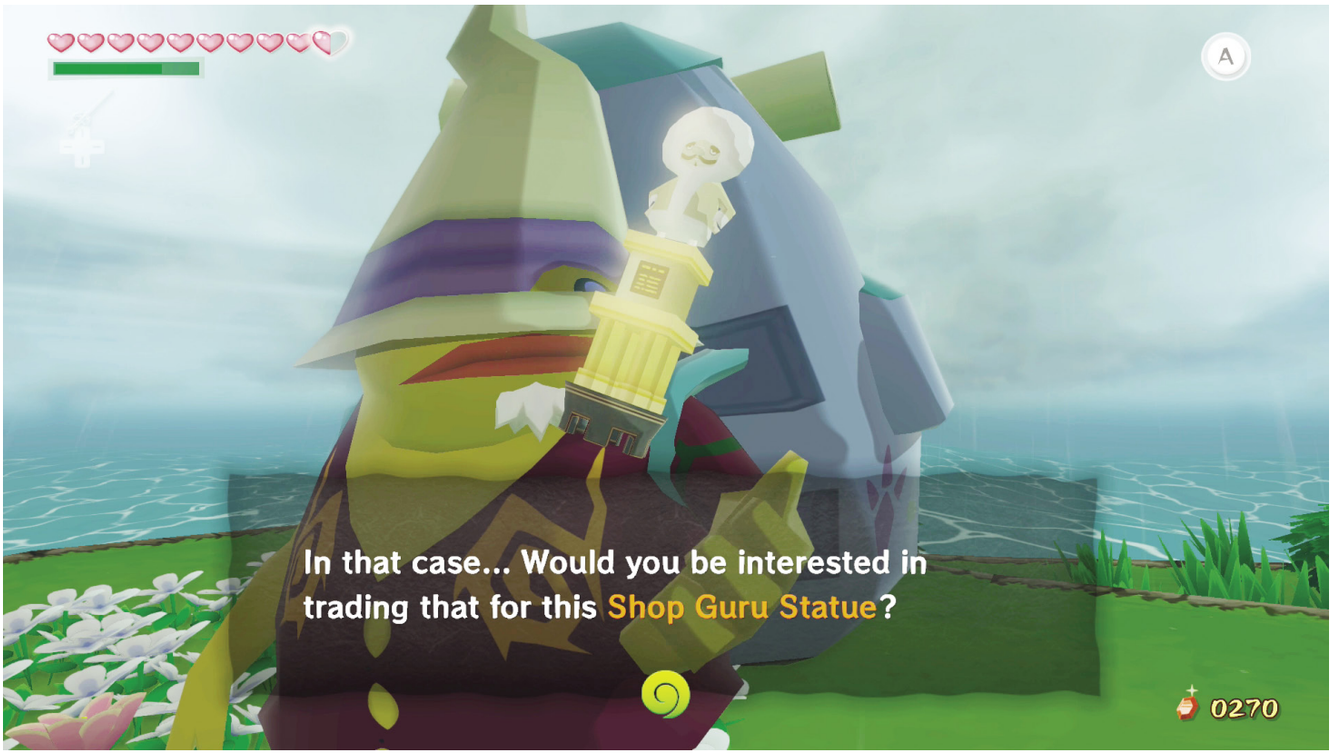
Talk to Zunari after you've rescued all the kidnapped children from the Forsaken Fortress, and he tells you that business is slow. He asks you to help him out by traveling to distant islands and trading with Traveling Merchants. This gives Zunari new, exotic items to sell at Windfall Island. Agree to help Zunari and he gives you the first trading quest item, a Town Flower.

Once you've agreed to help Zunari, seek out the three Traveling Merchants on the Great Sea. One is found at Mother & Child Isles (B2), another at Greatfish Isle (B4), and the third at Bomb Island (F5). Set sail for Mother & Child Isles first. Don't use the "Ballad of Gales" warping song to get there or you get stuck inside Mother Isle and have to warp back out again!

Once you reach Mother & Child Isles, sail to Child Isle and run up to the Traveling Merchant. Talk to him and he tells you all about life as a Traveling Merchant. Show him the Town Flower that Zunari gave you and agree to trade it for a Sea Flower. The Traveling Merchant tells you that you've struck a Merchant's Oath. In keeping with that oath, he will send a supply of Sea Flowers to Zunari's Stall.

Your next destination is Greatfish Isle (B4). Warp there directly by conducting the "Ballad of Gales." Sail to the isle's west side, where another Traveling Merchant stands on a small wooden raft. Trade your Sea Flower to this Traveling Merchant for the Exotic Flower, which also is sent to Zunari for sale at his stall. Next, warp to Forest Haven (F6) and sail north to Bomb Island (F5). Trade your Exotic Flower to the Traveling Merchant there for a Sickle Moon Flag, which is sent to Zunari's Stall at Windfall Island as well.

These three all-new items help Zunari generate some serious business. Warp to Windfall Island and talk to Zunari to receive the Magic Armor as thanks for your help. While active, this armor causes Link to lose Rupees instead of Hearts when wounded. Link is therefore invincible while wearing Magic Armor, but only as long as he has Rupees in his Wallet!



There's more to be gained from the trading quest, however. The Traveling Merchant at Greatfish Isle (B4) desires a mysterious Shop Guru Statue above all else and will give you Piece of Heart #42 if you bring one to him. To acquire the Shop Guru Statue, continue to trade with Traveling Merchants. Here are the quickest steps to the Shop Guru Statue:

1. **Greatfish Isle (B4)**: Trade your Sickle Moon Flag for a Fountain Idol.
2. **Mother & Child Isles (B2)**: Trade your Fountain Idol for a Big Sale Flag.
3. **Greatfish Isle (B4)**: Trade your Big Sale Flag for a Hero's Flag. Immediately trade your Hero's Flag back to this same Traveling Merchant to get a Postman Statue.
4. **Mother & Child Isles (B2)**: Trade your Postman Statue for a Shop Guru Statue.
5. **Greatfish Isle (B4)**: Trade your Shop Guru Statue for Piece of Heart #42.

Piece of Heart #2, Cabana Deed, and Treasure Chart #45

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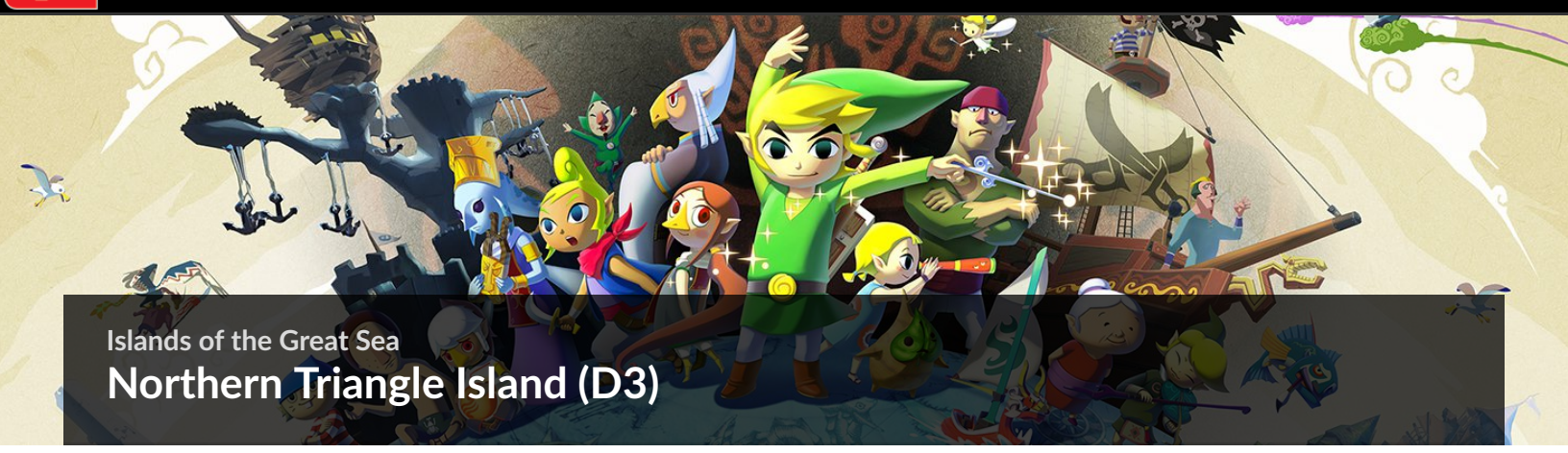
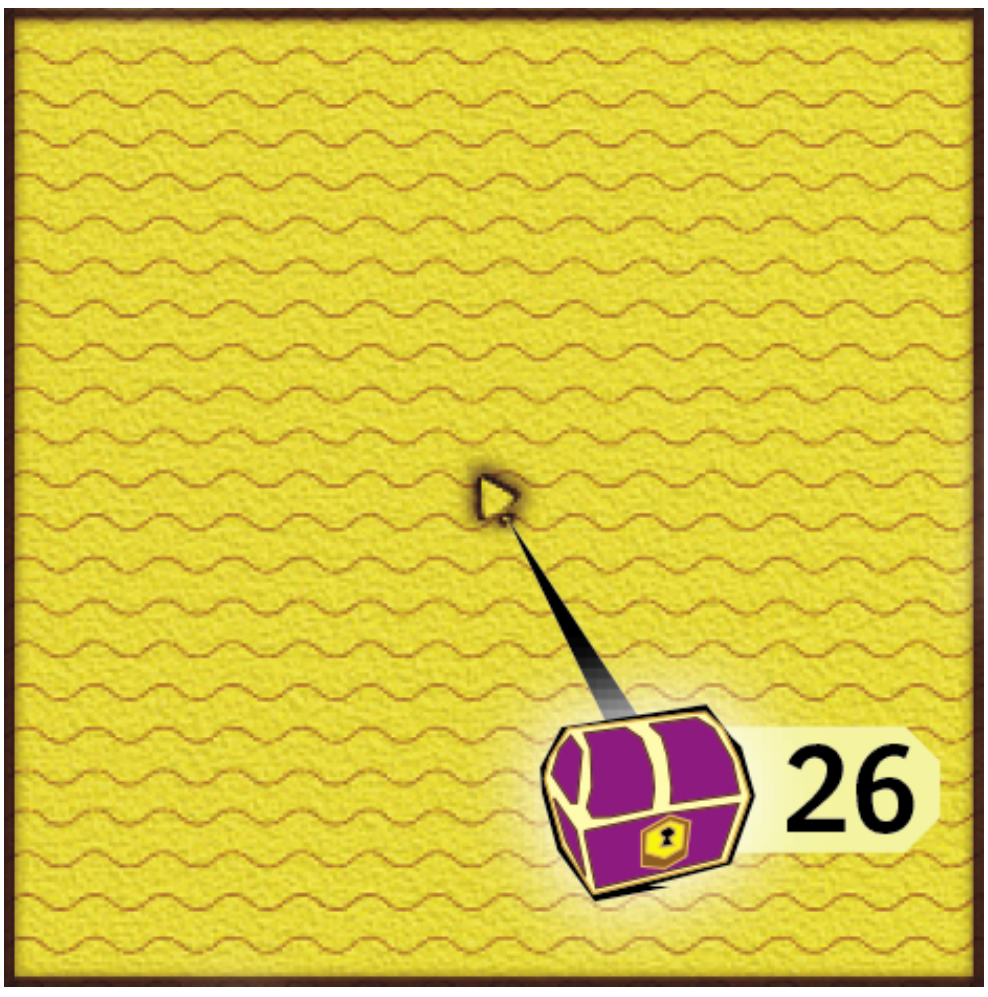


Islands of the Great Sea

Northern Triangle Island (D3)



This small, triangular island holds one of three goddess statues. You must place one of the three colored pearls on the statue to raise the Tower of the Gods from the Great Sea.

Octo Chart (via Treasure Chart #26)

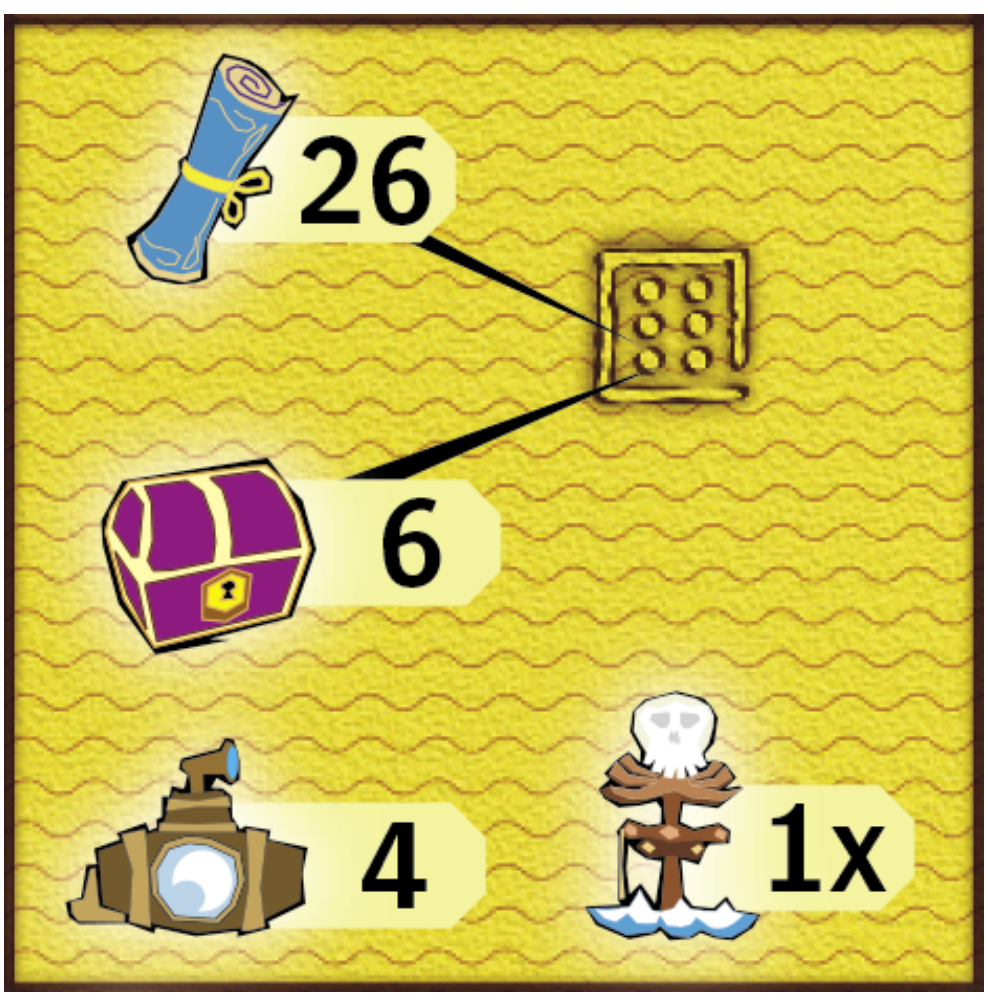
Find and open Treasure Chart #26 (found at the Six-Eye Reef [D4]) to pull a chest from the Great Sea near Northern Triangle Island. The chest contains the Octo Chart.

Rings of Light

Four rings of light around this island appear only under the light of a full moon. Each has a chest that contains a Red Rupee. When you see these rings, use the Grappling Hook to pull up the chest and grab the Rupee.

Islands of the Great Sea

Six-Eye Reef (D4)



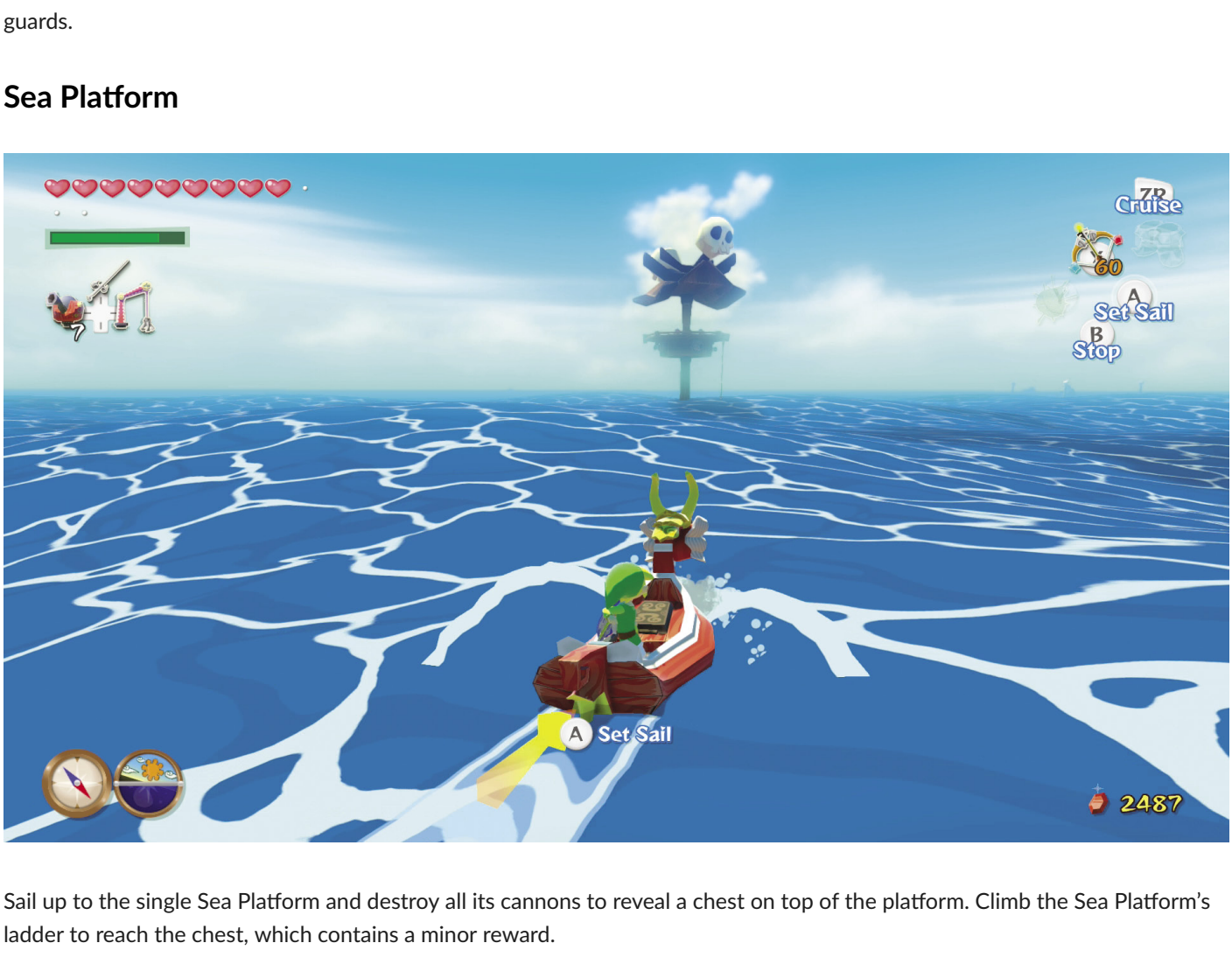
The Six-Eye Reef gets its name from the way it looks from above—six circular, eyelike pillars are inside the reef's rocky walls. After you rescue Aryll from the Forsaken Fortress, enemy Warships and wall-mounted cannons appear here.

Piece of Heart #23 (via Submarine #4)

Piece of Heart #23 is found in a submarine. Sail to the submarine, climb onto it, and enter the doorway leading inside.

Defeat the Moblins that patrol in here, and a ladder drops. Climb the ladder to reach a treasure chest, which contains Piece of Heart #23. Most of the barrels in the sub contain enemies, so leave them alone until you've defeated the three Moblin guards.

Sea Platform



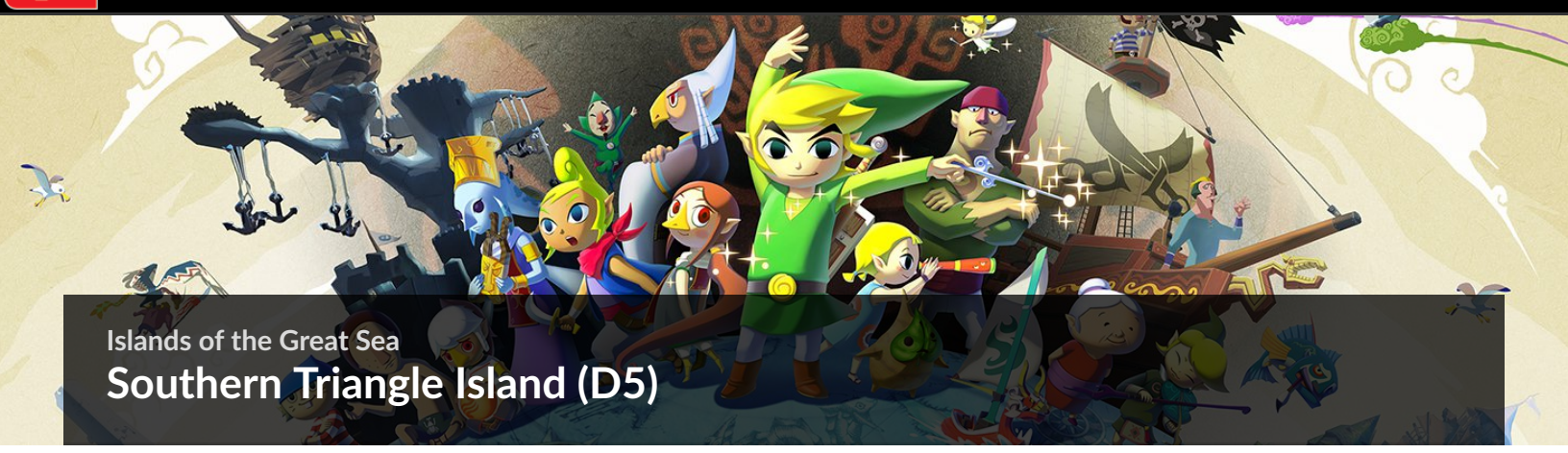
Sail up to the single Sea Platform and destroy all its cannons to reveal a chest on top of the platform. Climb the Sea Platform's ladder to reach the chest, which contains a minor reward.

Treasure Chart #26

Bomb all the Warships and wall-mounted cannons to reveal a chest on the reef's southwesternmost "eye." Go to the narrow opening in the wall and walk up the slope and across the top of the wall to its highest point. If needed, play the "Wind's Requiem" to direct the wind, and then use the Deku Leaf to float to the chest, which contains Treasure Chart #26.

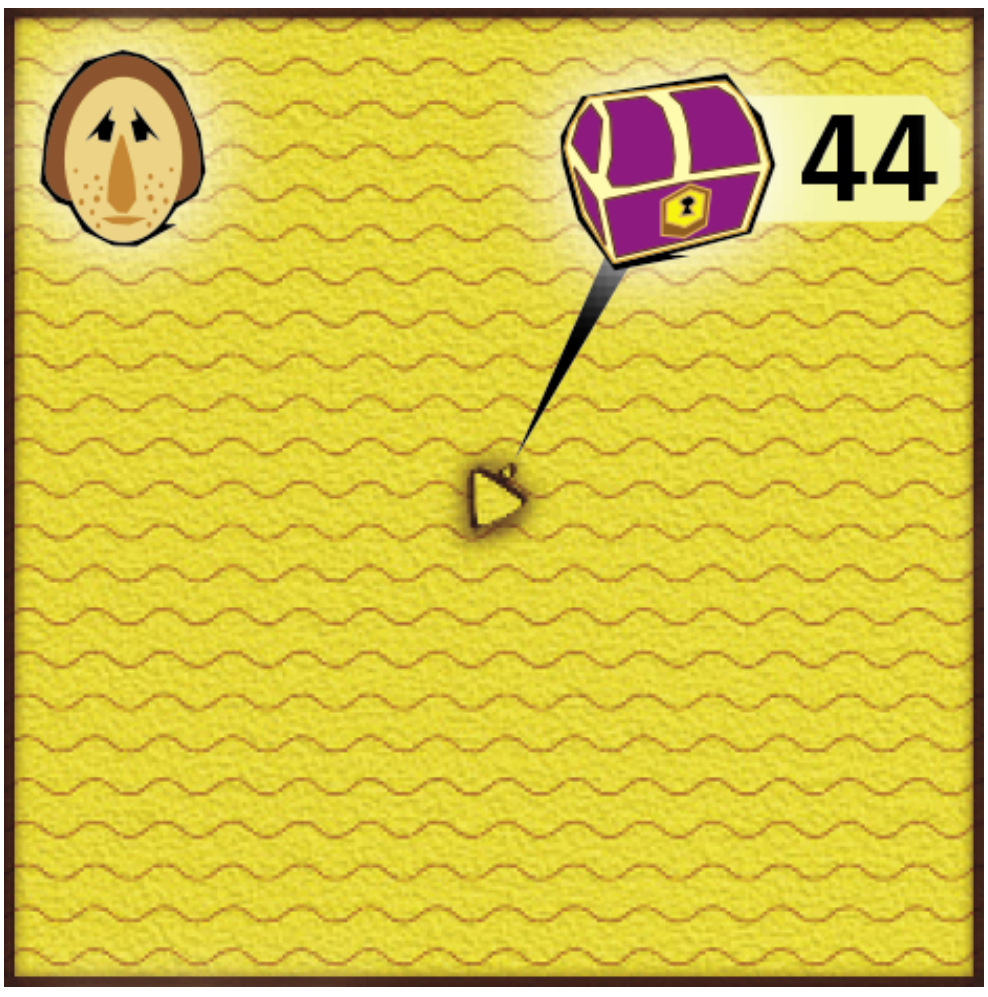
Silver Rupee (via Treasure Chart #6)

Find and open Treasure Chart #6 (inside the Tower of the Gods dungeon [E4]) to pull a chest from the Great Sea near the Six-Eye Reef. The chest contains a Silver Rupee.



Islands of the Great Sea

Southern Triangle Island (D5)



This small, triangular island has one of the three goddess statues. You must place one of the three colored pearls on the statue to raise the Tower of the Gods from the Great Sea.

Beedle's Shop Ship

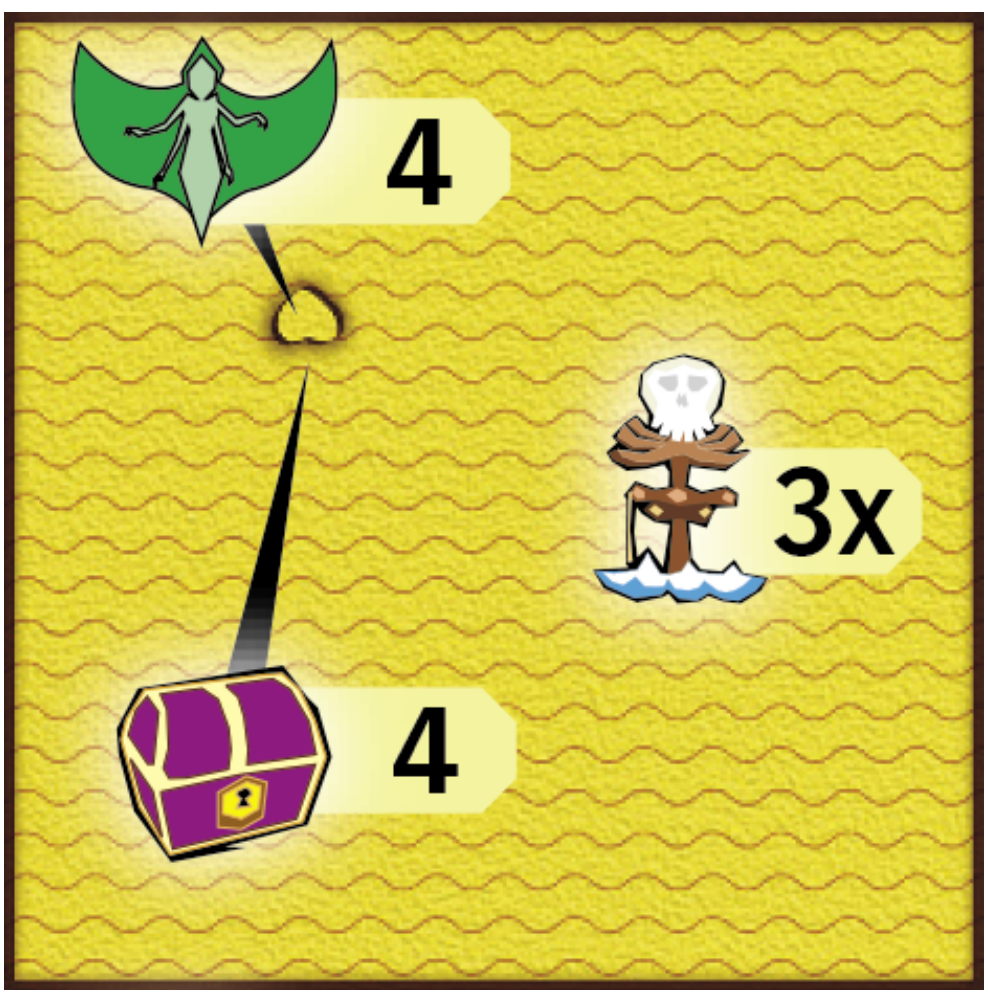
Enter Beedle's Shop Ship, which slowly sails around this island, to purchase items. Here he sells Hyoi Pears for 10 Rupees, All-Purpose Bait for 30 Rupees, and 30 bombs for 60 Rupees.

Orange Rupee (via Treasure Chart #44)

Find and open Treasure Chart #44 (found at the Star Belt Archipelago [G3]) to pull a chest from the Great Sea near Northern Triangle Island. The chest contains the Orange Rupee.

Islands of the Great Sea

Southern Fairy Island (D6)



This is a small, heart-shaped island where a Great Fairy dwells. Use the bombs to enter the Fairy Fountain in the large conch shell.

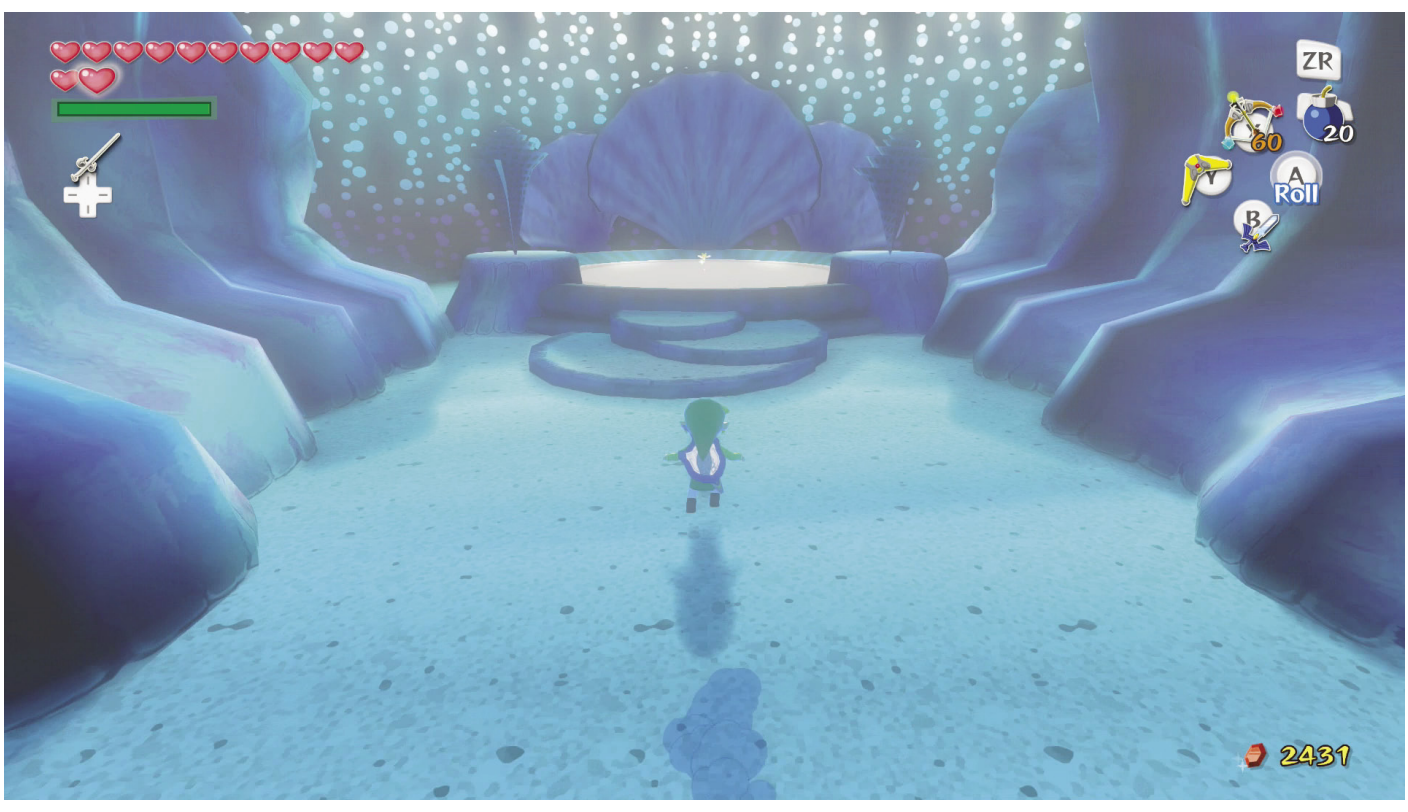
Blue ChuChu

Defeat the Blue ChuChu near the eastern palm tree for a Blue Chu Jelly.

Treasure Chart #40 (via Sea Platforms)

Sail up to the trio of Sea Platforms in this sector and destroy all the cannons on the two Sea Platforms that have ladders. This makes two chests appear on the ladder-less Sea Platform in the middle. Climb either of the Sea Platform's ladders and use the Deku Leaf to float to the middle platform. Open the two chests located there to receive Treasure Chart #40 and a minor reward.

Bomb Bag Upgrade (via Great Fairy #4)



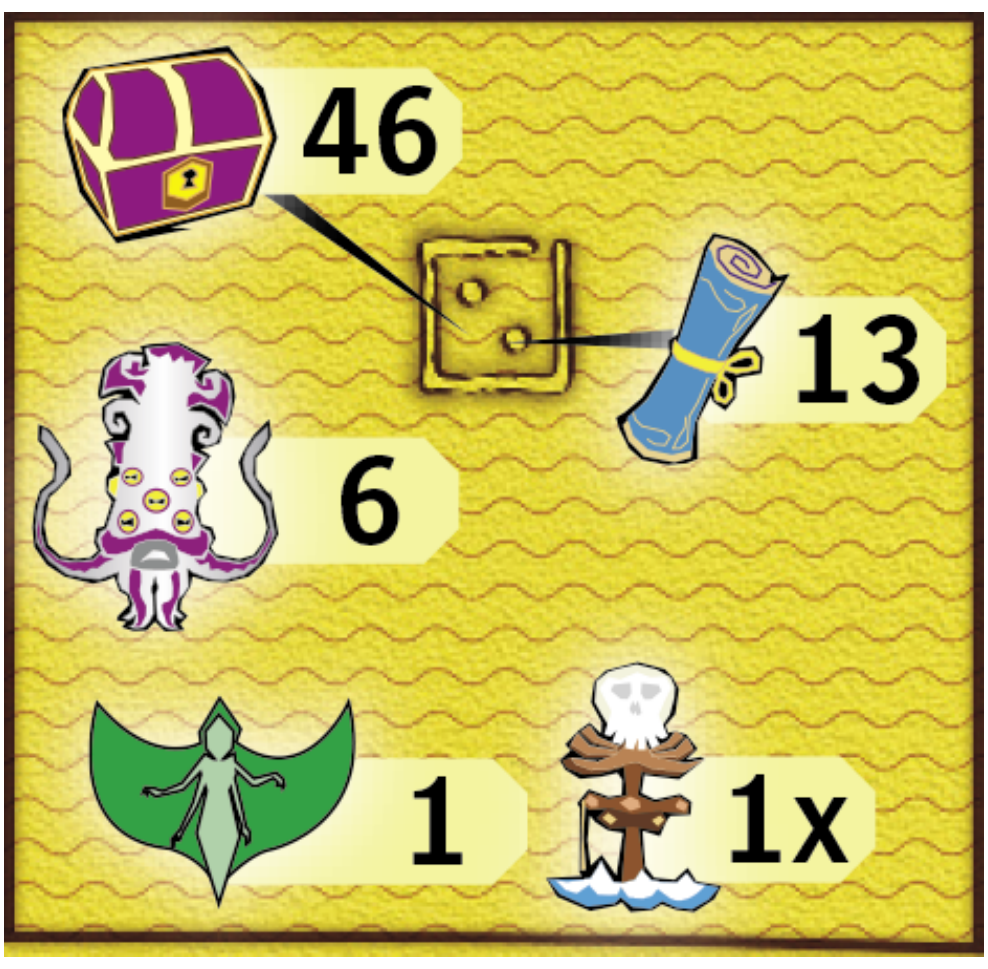
Bomb the wooden gate to open a way into the large conch shell. Drop into the hole there to enter a Fairy Fountain and find a Great Fairy. The Great Fairy upgrades your bomb-carrying capacity and invites you to return any time to replenish your Life Gauge or bottle a few Fairies.

Piece of Heart #31 (via Treasure Chart #4)

Finding and opening Treasure Chart #4 (which can be purchased for 900 Rupees from Beedle's Shop Ship near Rock Spire Isle [B3]) allows you to pull up a chest containing Piece of Heart #31 from the Great Sea near Southern Fairy Island.

Islands of the Great Sea

Two-Eye Reef (D7)



The Two-Eye Reef gets its name from the way it looks from above—two circular, eyelike pillars are inside the reef's rocky walls. After you rescue Aryll from the Forsaken Fortress, enemy Warships and wall-mounted cannons appear here.

Sea Platform

Sail to the single Sea Platform and climb its ladder. A chest with a minor reward sits atop the Sea Platform.

Double Magic Meter Upgrade (via Big Octo #6 and Great Fairy #1)

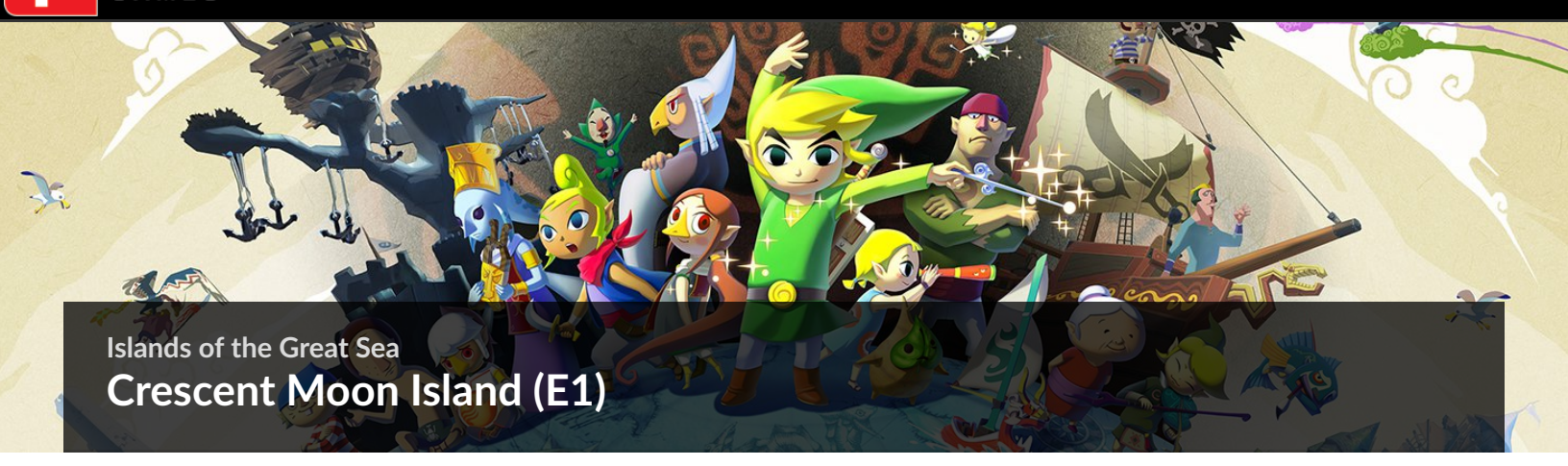
The only four-eyed Big Octo is found in this sector. Sail toward a flock of circling seagulls to find it. Use the Boomerang to target all four of its large, yellow eyes. After you defeat the Big Octo, a Great Fairy who was trapped by the Big Octo appears. She thanks you for your help and uses her power to upgrade your Magic Meter.

Treasure Chart #13

Bomb all the Warships and wall-mounted cannons to reveal a chest on the reef's southeastern "eye." Go to the narrow opening in the wall and walk up the slope and across the top of the wall to its highest point. If needed, play the "Wind's Requiem" to direct the wind, and then use the Deku Leaf to float to the chest, which contains Treasure Chart #13.

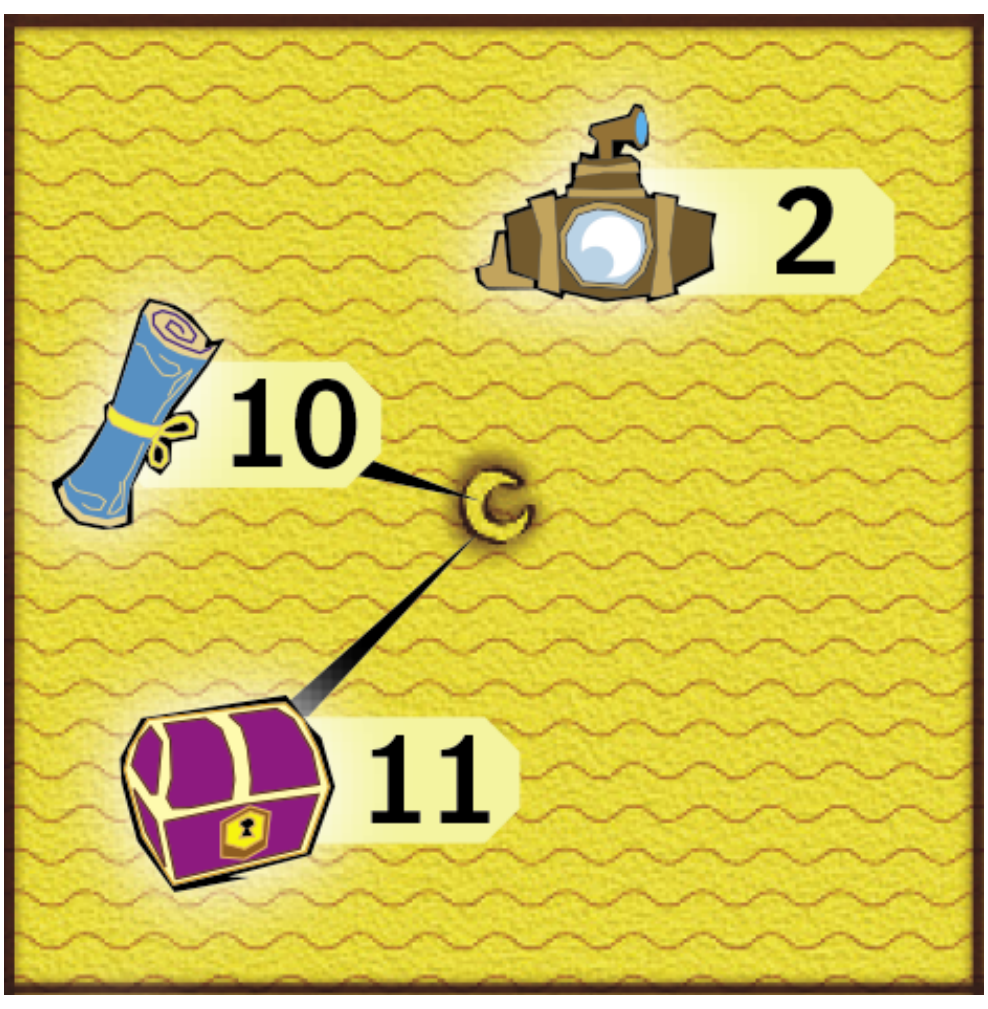
Piece of Heart #44 (via Treasure Chart #46)

After grabbing Treasure Chart #46 from the Secret Cave on Pawprint Isle, open it to reveal the location of Piece of Heart #44.



Islands of the Great Sea

Crescent Moon Island (E1)



Crescent Moon Island gets its name from its shape. It's a small island with just a few things to see and do. Use the Boomerang to smash the pots that float on top of barrels around the island and score some Rupees.

Ghost Ship Notice

The Ghost Ship appears near this island on nights when there's a full moon.

Blue ChuChus

Defeat the two Blue ChuChus near the treasure chest for a couple of Blue Chu Jellies.

Treasure Chart #10

Open the treasure chest that's sitting on top of the island to find Treasure Chart #10.

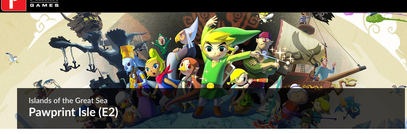
Treasure Chart #9 (via Submarine #2)

Treasure Chart #9 is located in a submarine. Old Man Ho-Ho is looking at the submarine from the island, using his telescope. Sail to the submarine, climb onto it, and enter the doorway leading inside.

Inside the sub, you must defeat four waves of Miniblins. Four torches light in turn as you defeat each wave of Miniblins. Once all four torches are lit, a ladder drops from the ceiling. Climb the ladder and open the chest you discover above to claim Treasure Chart #9.

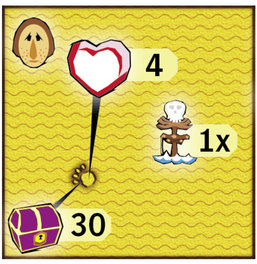
Piece of Heart #12 (via Treasure Chart #11)

Find and open Treasure Chart #11 (inside the Dragon Roost Cavern dungeon at Dragon Roost Island [F2]) to pull a chest from the Great Sea near Crescent Moon Island. The chest contains Piece of Heart #12.



Islands of the Great Sea

Pawprint Isle (E2)



Pawprint Isle is a small, circular island with four tiny isles in a row next to it. Viewed from above, it looks like a paw print. Acquire a few valuable items from this little isle.

Sea Platform

Sail to the single Sea Platform and climb its ladder. Defeat the enemies there to reveal a chest, which contains a small reward.

Beedle's Shop Ship

Enter Beedle's Shop Ship, which slowly sails around this island, to purchase items. Here he sells Hyoi Pears for 10 Rupees, All-Purpose Bait for 30 Rupees, and 30 bombs for 60 Rupees.

Piece of Heart #4 (via Secret Cave)

Clear the grass and brush away from the large dome on the main isle and look for a crawl space leading inside. Crawl through it and then drop into a hole and into a Secret Cave.

This Secret Cave is fairly small and harbors several ChuChu enemies. Defeat each one as you explore the short cavern, until you come to the treasure chest on the other side. Open the chest to get Piece of Heart #4.

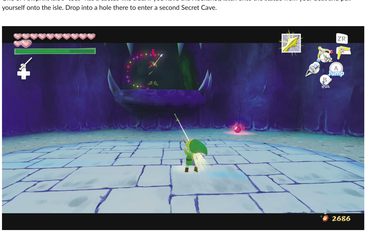
If you have a few bombs with you, destroy the two large, gray boulders in this cavern. Each blocks a pathway leading to a treasure chest. Inside one chest is a Joy Pendant; in the other is a Purple Rupee.

Piece of Heart #36 (via Treasure Chart #30)

Find and open Treasure Chart #30 (inside the Tower of the Gods dungeon [E4]) to pull a chest from the Great Sea near Pawprint Isle. The chest contains Piece of Heart #36.

Treasure Chart #46 (via Secret Cave)

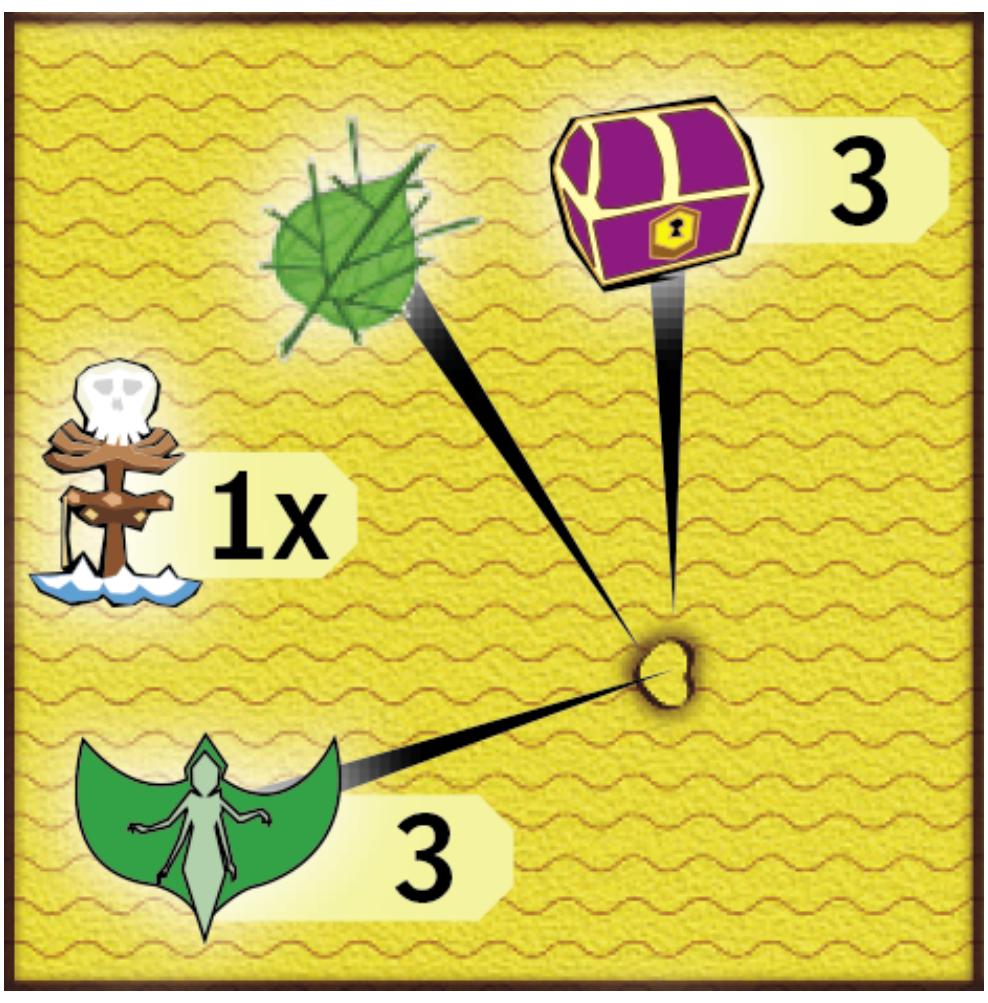
One of Pawprint Isle's "toes" has a cactus-like tree. If you have the Hookshot, latch onto the statue from your boat and pull yourself onto the isle. Drop into a hole there to enter a second Secret Cave.



Here you face one of the most trying battles in the game. Several Wizzrobes attack, each capable of summoning other enemies. You must defeat all six Wizzrobes. A chest then appears, containing Treasure Chart #46.

Islands of the Great Sea

Eastern Fairy Island (E3)



This small, heart-shaped island is home to a Great Fairy. Use bombs to enter the Fairy Fountain inside the large conch shell.

Withered Deku Tree Watch

One of the eight Withered Deku Trees appears on this island after you clear the Forbidden Woods dungeon.

Sea Platform

Sail to the single Sea Platform and climb its ladder. Defeat the enemies there to reveal a chest that contains a small reward.

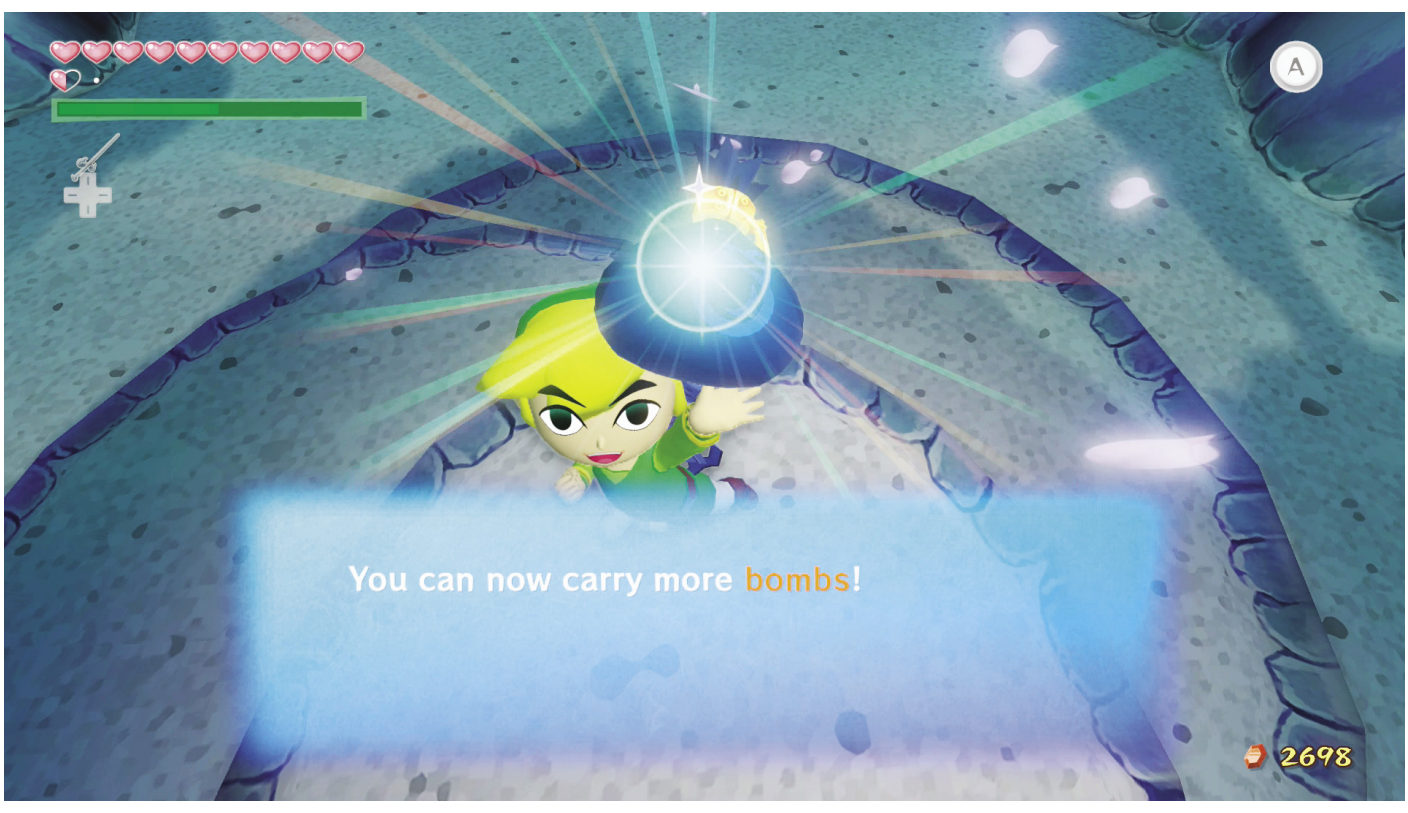
Blue ChuChu

Defeat the Blue ChuChu near the northern palm tree for a Blue Chu Jelly.

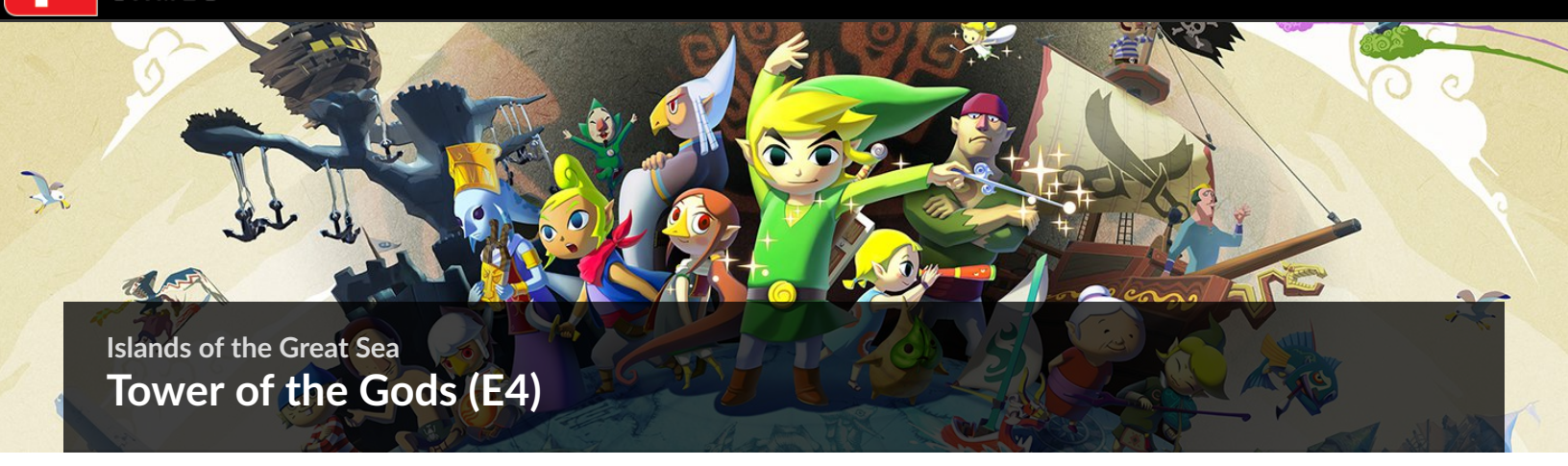
Silver Rupee (via Treasure Chart #3)

Find and open Treasure Chart #3 (found at Forest Haven [F6]) to pull a chest from the Great Sea near Eastern Fairy Island. The chest contains a Silver Rupee.

Bomb Bag Upgrade (via Great Fairy #3)

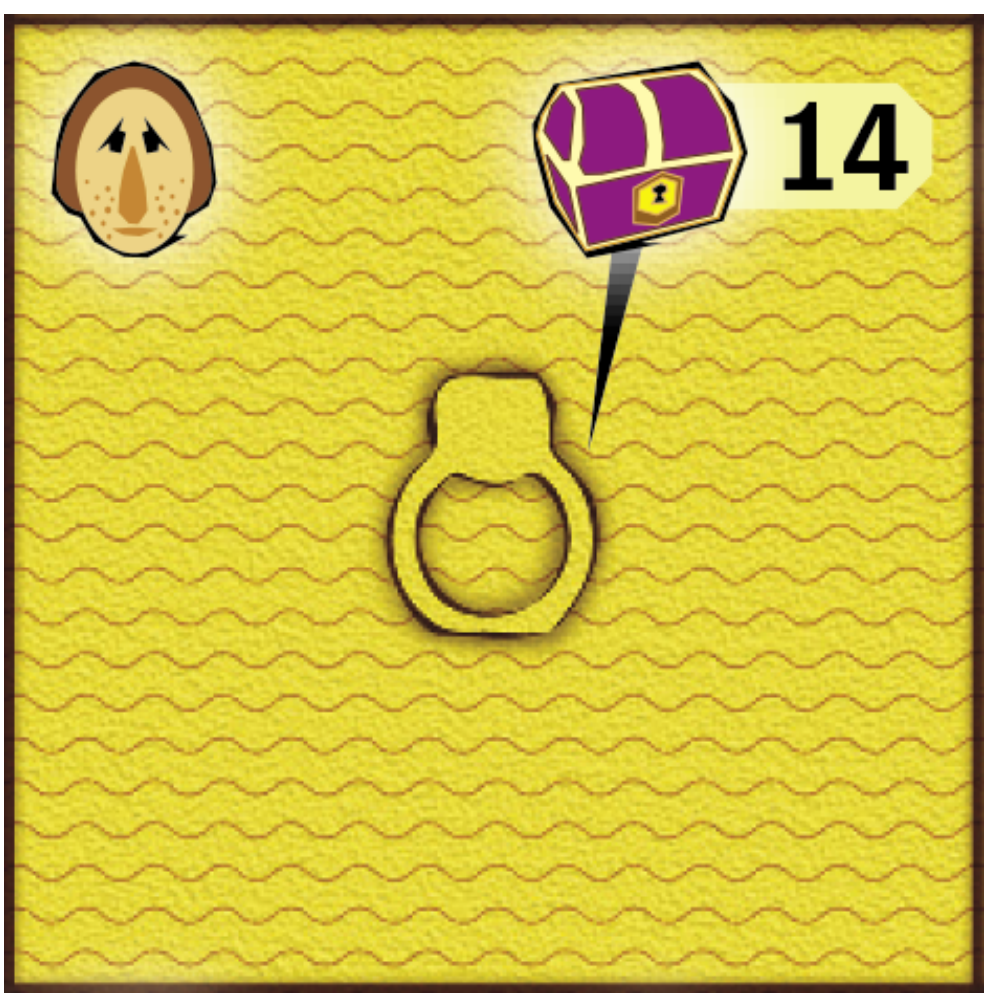


Bomb the wooden gate to open the way into the large conch shell. Drop into the hole inside the shell to enter a Secret Cave and find a Great Fairy. The Great Fairy upgrades your bomb-carrying capacity and invites you to return anytime to replenish your Life Gauge.



Islands of the Great Sea

Tower of the Gods (E4)



The Tower of the Gods is the only island on the Great Sea that isn't actually there for the first third of the game. When you place the three colored pearls on the goddess statues found at the Northern, Eastern, and Southern Triangle Islands, the Tower of the Gods rises from the bottom of the Great Sea. Much of the plot unfolds at the Tower of the Gods, and the Tower of the Gods dungeon is located here.

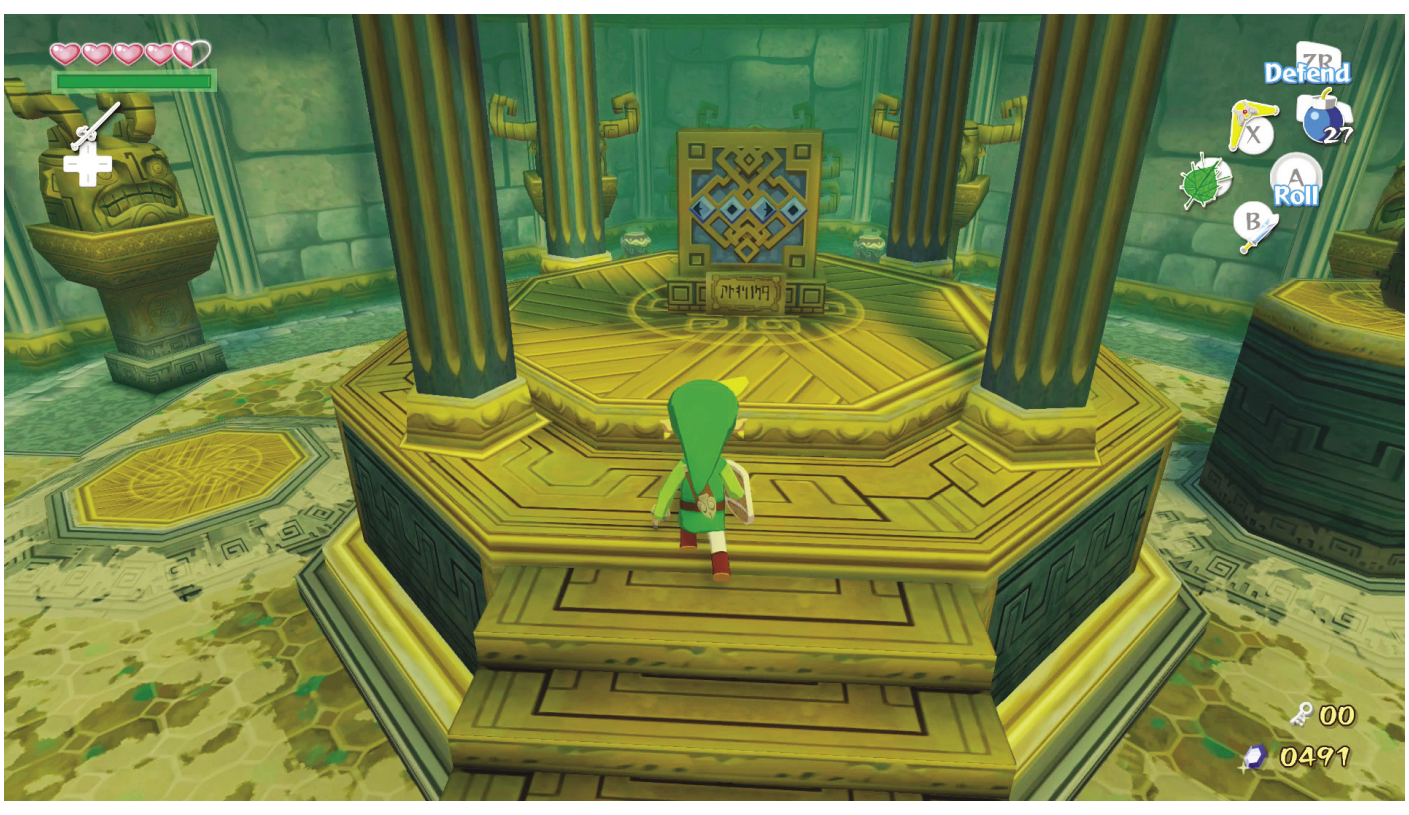
Beedle's Shop Ship

Enter Beedle's Shop Ship, which slowly sails around this island, to purchase items. Here he sells 30 arrows for 60 Rupees, 30 bombs for 60 Rupees, and a Red Potion for 30 Rupees.

Silver Rupee (via Treasure Chart #14)

Find and open Treasure Chart #14 (found in the submarine near Headstone Island [C7]) to pull a chest from the Great Sea near the Tower of the Gods. The chest contains a Silver Rupee.

Command Melody



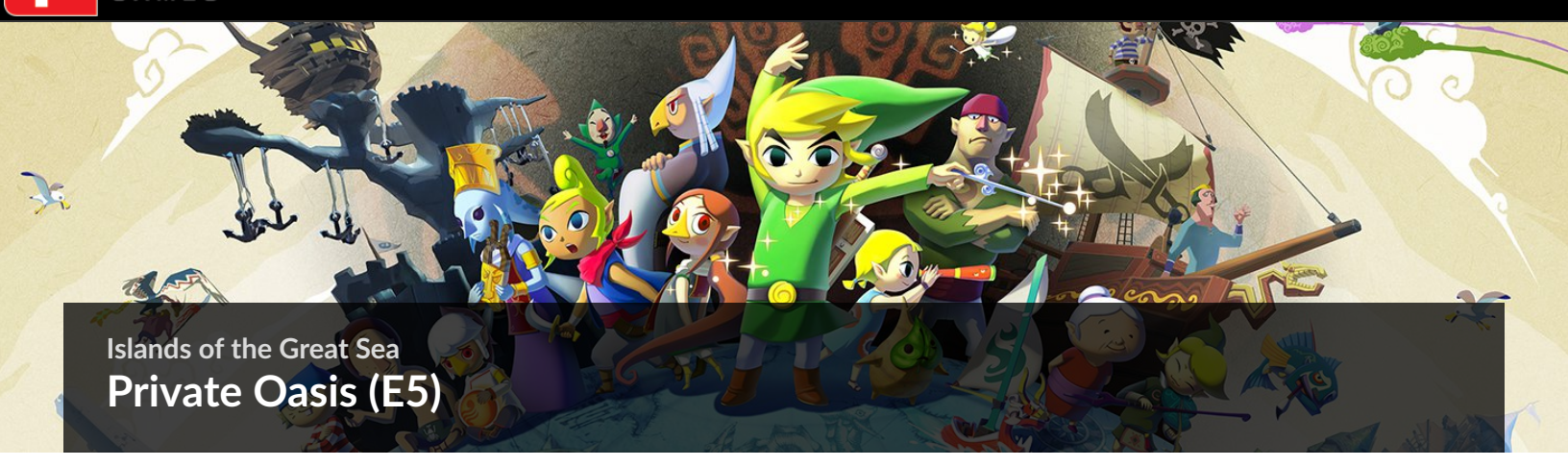
Learn the Command Melody from a tablet in the Tower of the Gods dungeon. To play the Command Melody, hold L for 4/4 tempo, then play R , R , R , R . Refer to the walkthrough for more information on the Tower of the Gods dungeon.

Hero's Bow

The Hero's Bow is found in a chest in the Tower of the Gods dungeon. Refer to the walkthrough for more information on the Tower of the Gods dungeon.

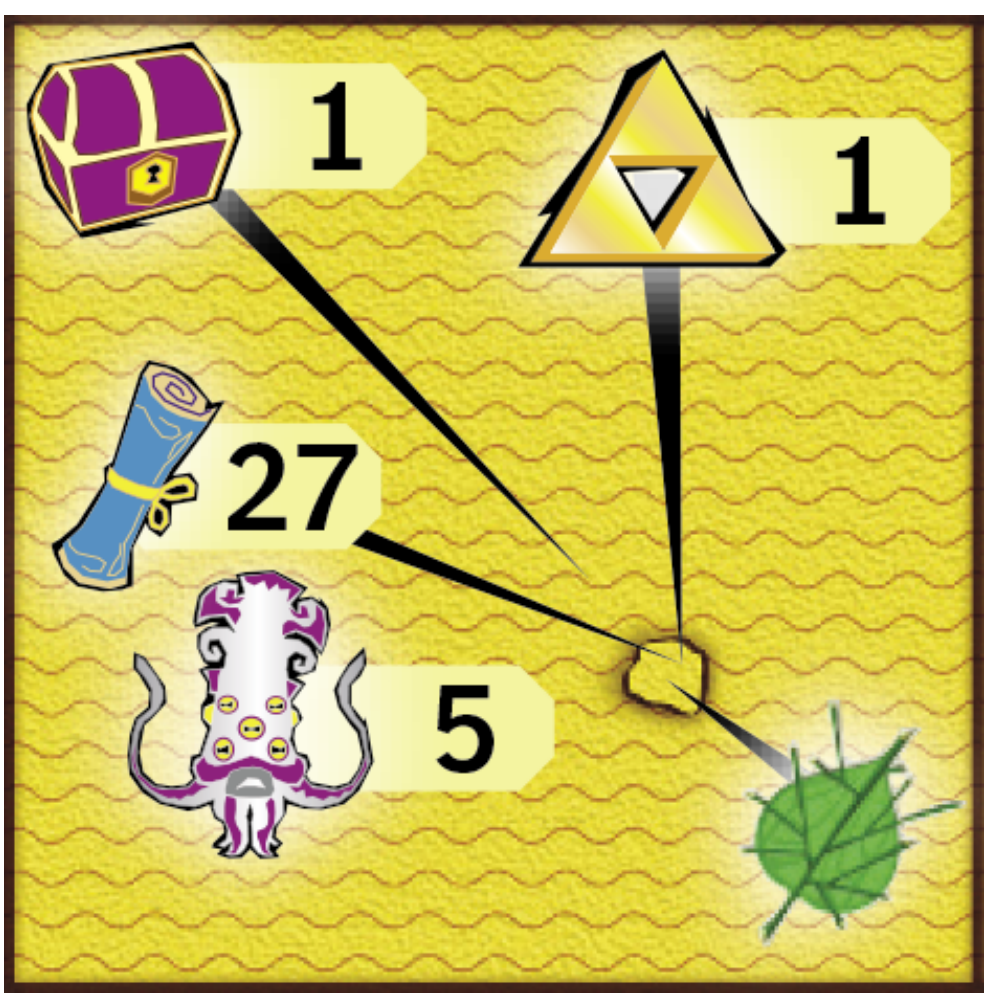
Master Sword

Link gets the Master Sword after clearing the Tower of the Gods dungeon and entering the sealed chamber inside Hyrule Castle. For more information, refer to the walkthrough.



Islands of the Great Sea

Private Oasis (E5)



The Private Oasis is a small island featuring a luxurious cabana, a tranquil swimming area, and a soothing waterfall. Until you finagle the Cabana Deed from Mrs. Marie at Windfall Island (D2), you can't enter the cabana. With the Cabana Deed, the Private Oasis's name changes to "(Your Name) Oasis." Collect several small goodies by wading through the swimming area.

Withered Deku Tree Watch

One of the eight Withered Deku Trees appears on this island after you clear the Forbidden Woods dungeon.

Silver Rupee (via Treasure Chart #1)

Find and open Treasure Chart #1 (inside the Forbidden Woods dungeon in Forest Haven [F6]). to pull a chest from the Great Sea near the Private Oasis. The chest contains a Silver Rupee.

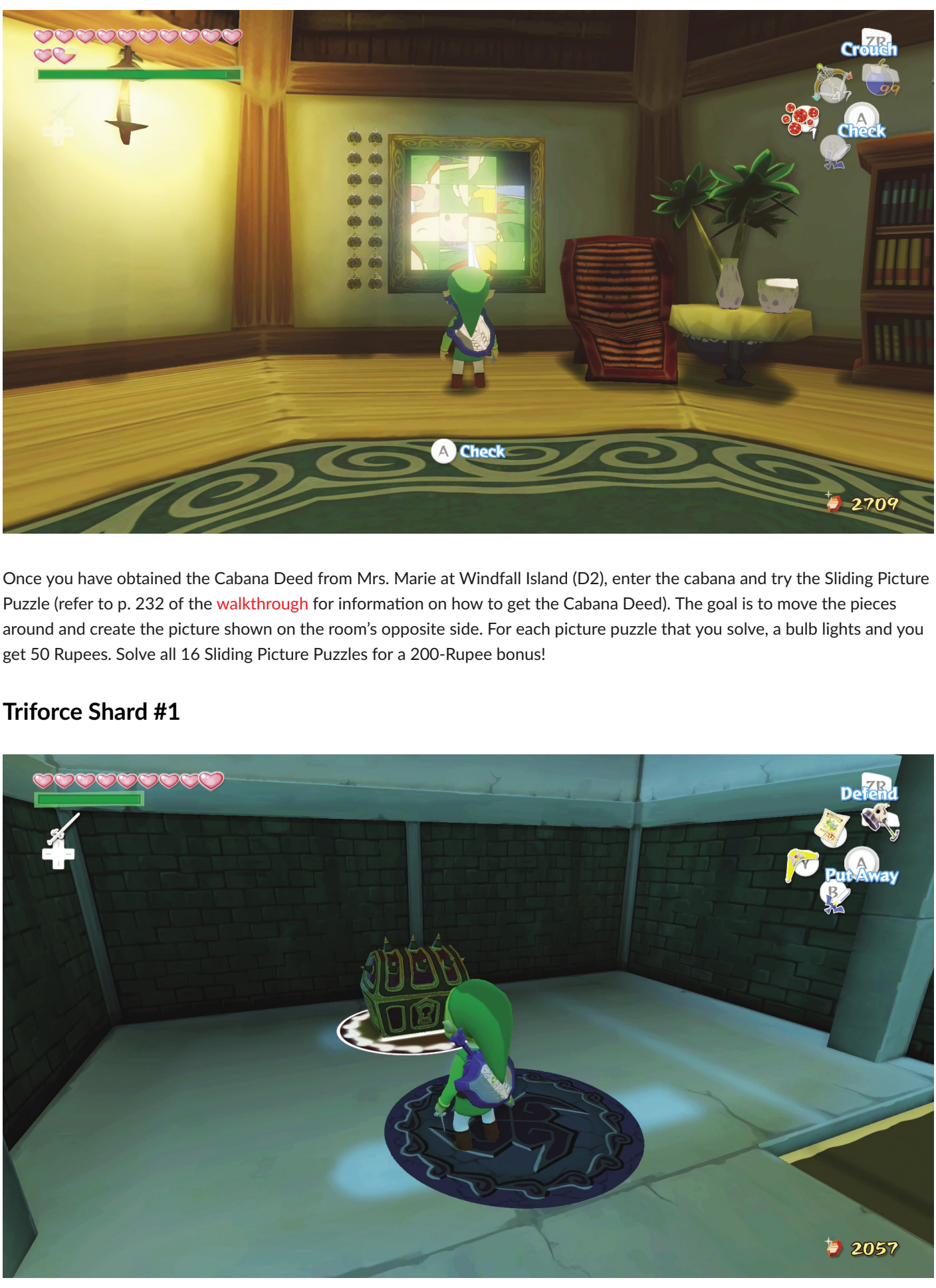
Orange Rupee (via Big Octo #5)

An eight-eyed Big Octo is in this sector. Look for the flock of circling seagulls to locate the Big Octo, then sail toward them. When the Big Octo rises from the Great Sea, use the Boomerang to target up to five of its eyes. When all eight eyes turn blue, the Big Octo is defeated and leaves behind a ring of light. Use the Grappling Hook to haul up a chest from it, which contains an Orange Rupee.

Sliding Picture Puzzle

Once you have obtained the Cabana Deed from Mrs. Marie at Windfall Island (D2), enter the cabana and try the Sliding Picture Puzzle (refer to p. 232 of the walkthrough for information on how to get the Cabana Deed). The goal is to move the pieces around and create the picture shown on the room's opposite side. For each picture puzzle that you solve, a bulb lights and you get 50 Rupees. Solve all 16 Sliding Picture Puzzles for a 200-Rupee bonus!

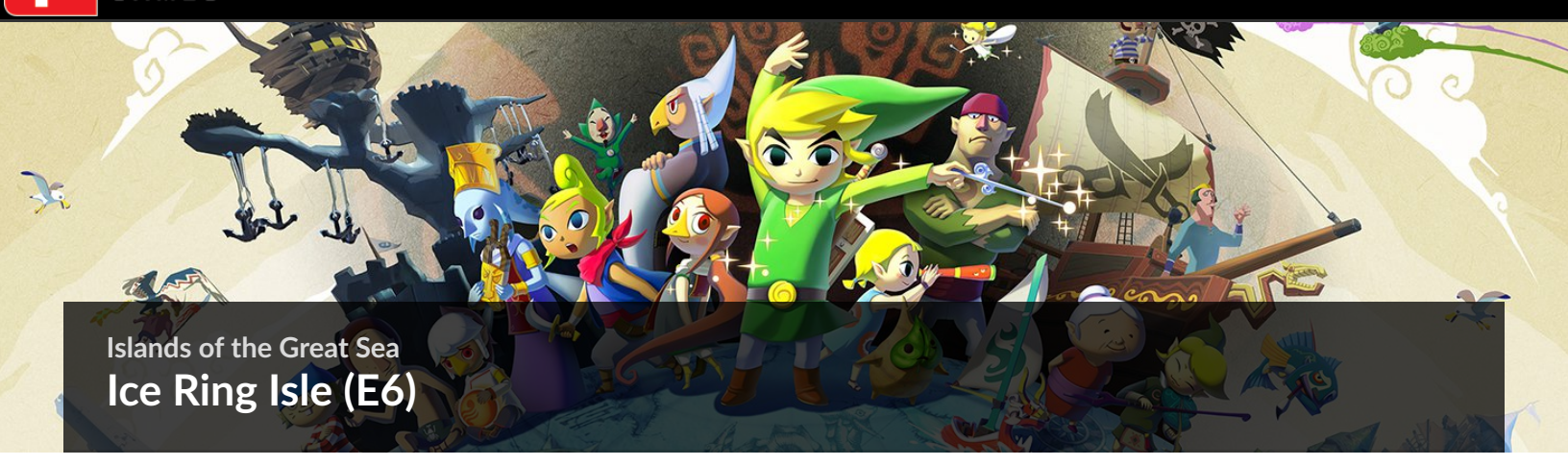
Triforce Shard #1



With the Cabana Deed from Mrs. Marie at Windfall Island (D2), you can enter the cabana and search for Triforce Shard #1. Refer to p. 233 of the walkthrough for information.

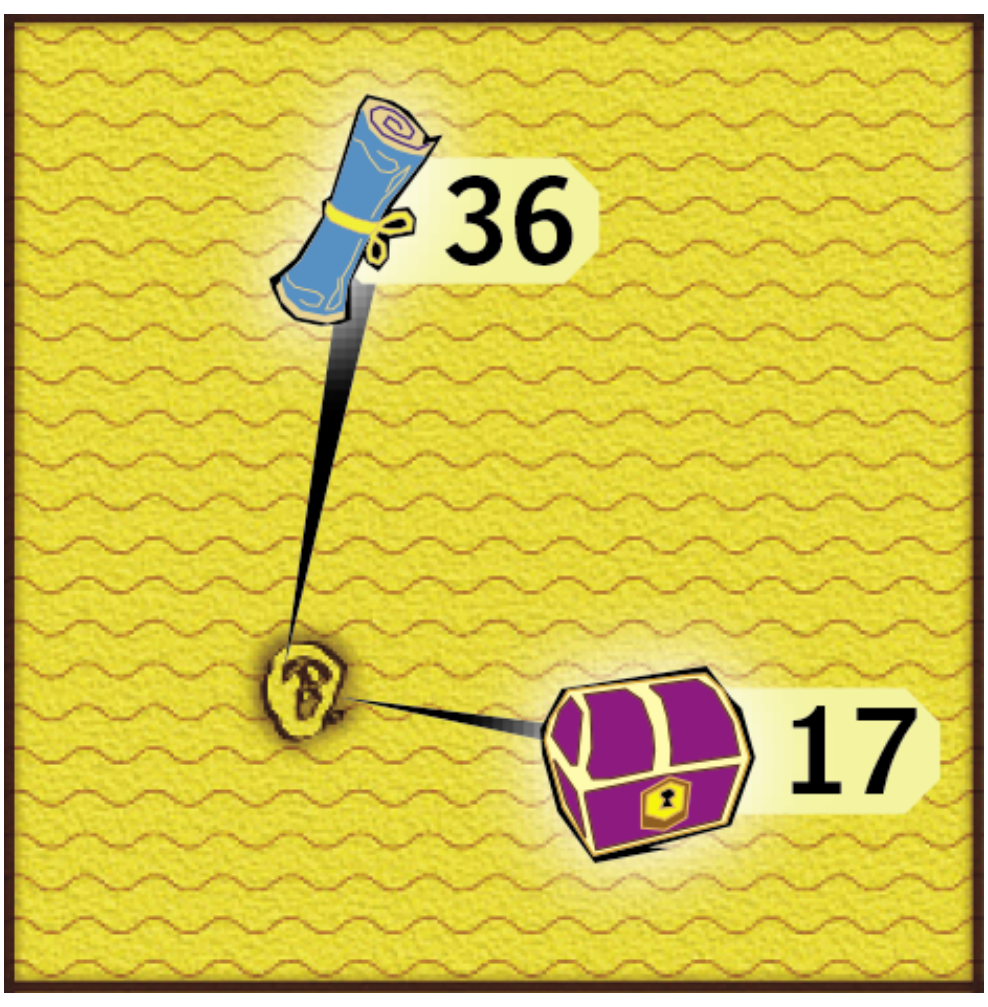
Treasure Chart #27

If you have the Hookshot, pull yourself up to the chest near the top of the waterfall here. Walk around the cabana's circular porch and look for a palm tree on a rocky ledge. Use the Hookshot to pull yourself toward the palm tree and land on the ledge. Walk a short distance toward the top of the waterfall (don't fall in!) and open the chest you find there to collect Treasure Chart #27.



Islands of the Great Sea

Ice Ring Isle (E6)



This medium-sized isle is covered in ice, which makes it tricky to walk across. A large sculpture of a dragon's head sits atop the isle, spewing out a blast of cold and snow. You cannot traverse the island until you diffuse the dragon statue's frosty breath with a well-aimed Fire Arrow.

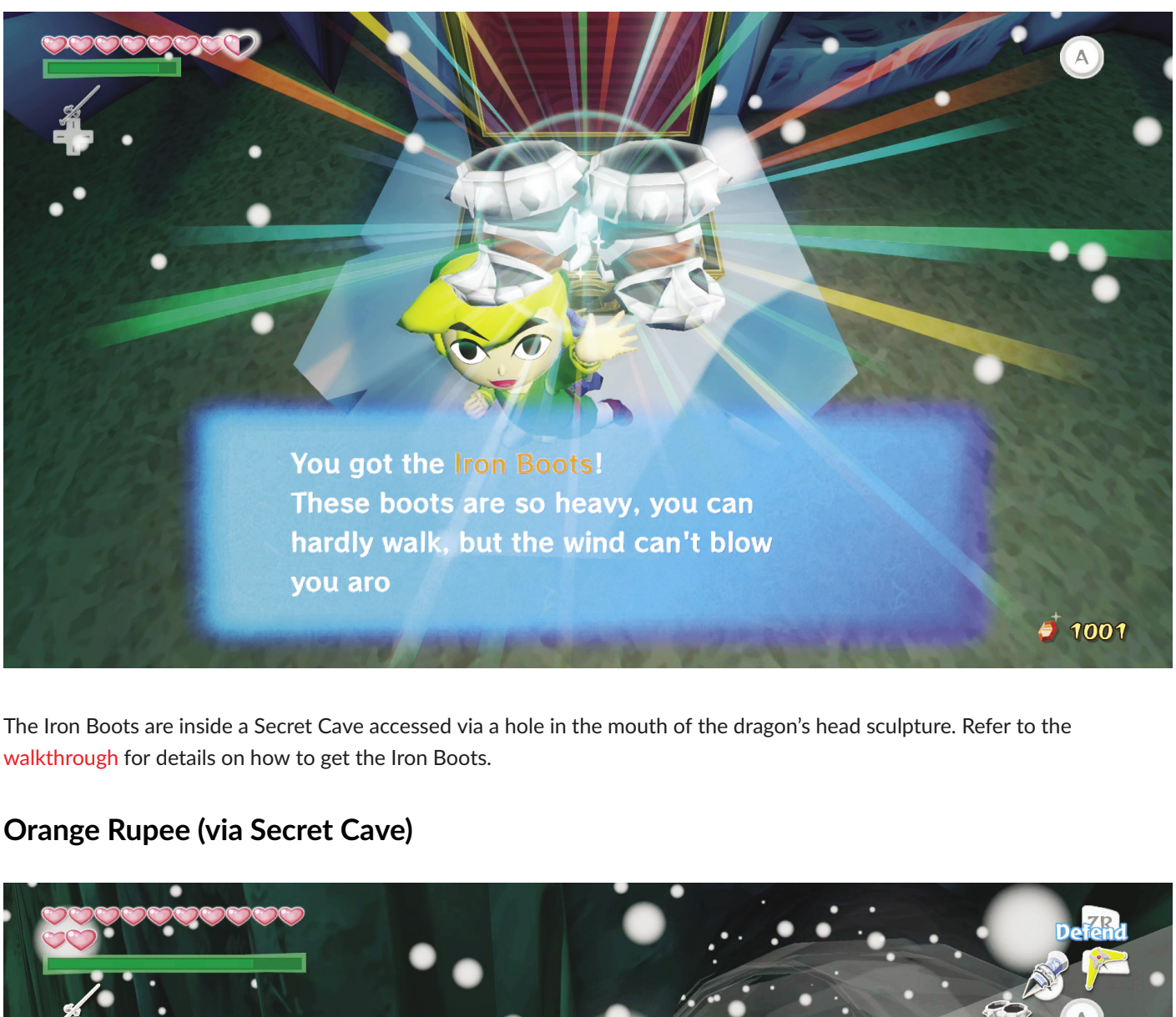
Silver Rupee (via Treasure Chart #17)

Find and open Treasure Chart #17 (won from the Cannon minigame on Spectacle Island [C2]) to pull a chest from the Great Sea near Ice Ring Isle. The chest contains a Silver Rupee.

Treasure Chart #36

Diffuse the blast of cold and snow pouring from the mouth of the dragon's head sculpture for five minutes by shooting a Fire Arrow into the dragon's mouth. Shoot another Fire Arrow at the frozen chest on the isle's east side to melt the ice around it, and then open the chest, which contains Treasure Chart #36.

Iron Boots (via Secret Cave)

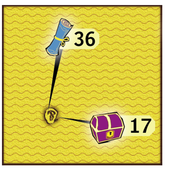


The Iron Boots are inside a Secret Cave accessed via a hole in the mouth of the dragon's head sculpture. Refer to the walkthrough for details on how to get the Iron Boots.

Orange Rupee (via Secret Cave)

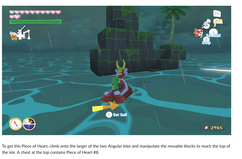
Another Secret Cave is inside the one with the Iron Boots. Walk straight toward the source of the wind that blows near the chest that holds the Iron Boots. Soon you come to a hole that leads down into a second Secret Cave.

Drop into the hole to enter a frozen cavern. Several blocks of ice here hold enemies. Melt each block of ice with a Fire Arrow and defeat all the enemies to reveal a chest containing an Orange Rupee.



The Angular Isles are a pair of small, blocky islands in close proximity. You can climb onto the larger of the two from the water. It features several movable blocks. Position these blocks so that you can reach the top of the isle, where something of value awaits you.

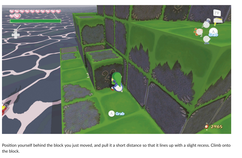
Piece of Heart #8



To get this Piece of Heart, climb onto the larger of the two Angular Isles and manipulate the movable blocks to reach the top of the Isle. A chest at the top contains Piece of Heart #8.

Start by pulling out halfway the only movable block you can reach on this level. Use it to climb onto the second level of blocks.

Walk along the second level to another movable block. Push this one off the edge and down to the first level, then hop down onto it.



Position yourself behind the block you just moved, and pull it a short distance so that it lines up with a slight recess. Climb onto the block.

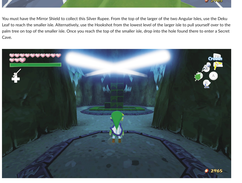
You now face a stack of two movable blocks. Pull the bottom one out halfway. Now climb to the top of the isle to find the chest containing Piece of Heart #8.

Piece of Heart #9 (via Treasure Chart #15)

Find and open Treasure Chart #15 (found inside the Forbidden Woods dungeon [F6]) to pull a chest from the Great Sea near the Angular Isles. The chest contains Piece of Heart #9.

Silver Rupee (via Secret Cave)

You must have the Mirror Shield to collect this Silver Rupee. From the top of the larger of the two Angular Isles, use the Deku Leaf to reach the smaller Isle. Alternatively, use the Hookshot from the lowest level of the larger Isle to pull yourself over to the palm tree on top of the smaller Isle. Once you reach the top of the smaller Isle, drop into the hole found there to enter a Secret Cave.



Inside this Secret Cave lies a tricky block puzzle. A tall stack of movable blocks is in the center of the cavern. Horizontal beams of light intersect at the top of the stack. A translucent treasure chest sits atop the north ledge. You must manipulate the stack of blocks to get at the chest.

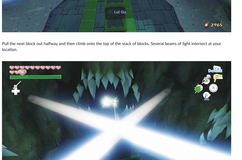
Start by moving the lone bottom block on the left side of the stack. Push it to the other side of the stack and position it next to the rest of the blocks on the right-hand side.

Climb onto the block you've just moved and pull the next one out halfway. Drop back down and then pull the bottom block out halfway, creating a set of steps.

Climb onto the first block and again pull the second block out halfway. All the blocks that were stacked above the second block drop down one level.

Climb onto the block you've just moved and then pull the next one out halfway. Climb onto that one, and then climb onto the next block ahead.

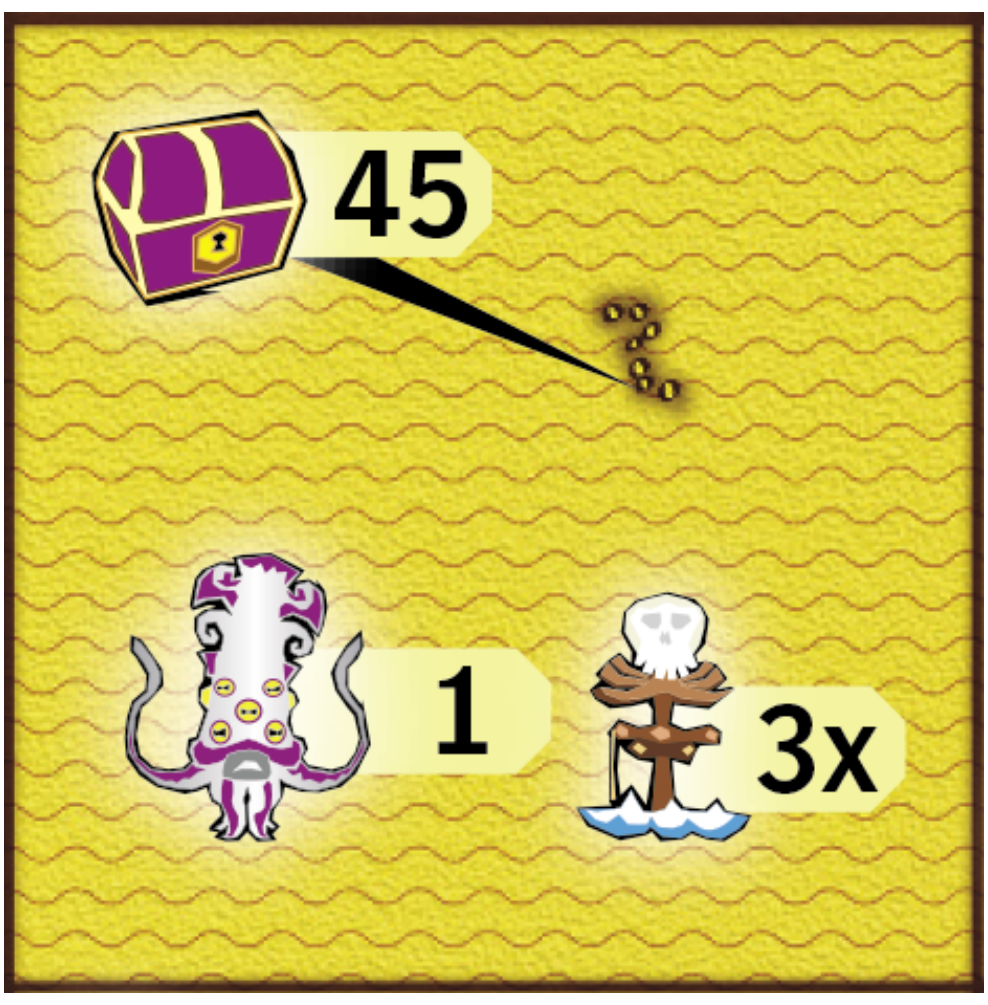
Pull the next block out halfway and then climb onto the top of the stack of blocks. Several beams of light intersect at your location.



Use the Mirror Shield to reflect the light, aiming a beam to strike the translucent chest on the north ledge. Once the chest has materialized, use the Deku Leaf or Hookshot to reach the chest and open it for a Silver Rupee.

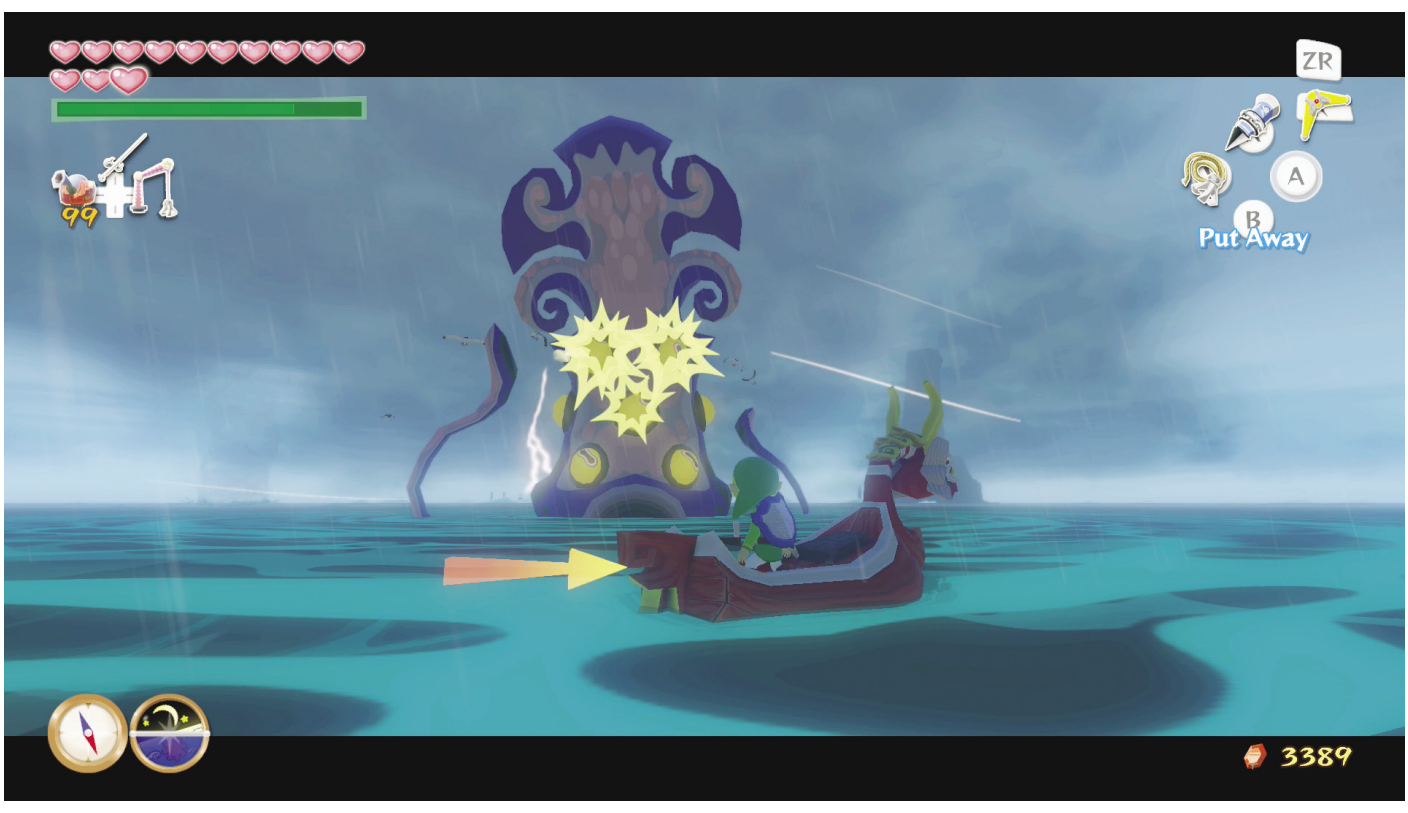
Islands of the Great Sea

Seven-Star Isles (F1)



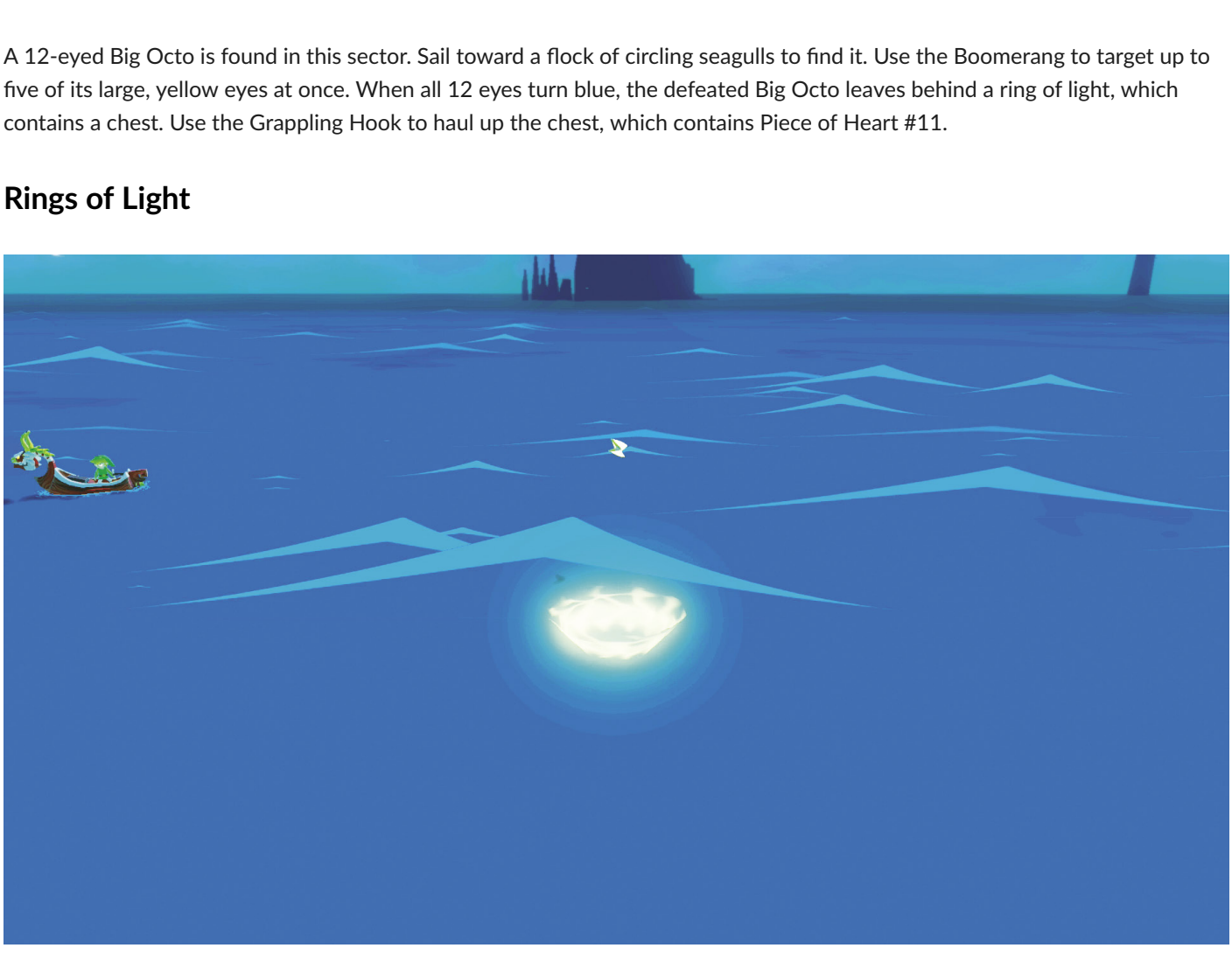
The Seven-Star Isles are a collection of small but tall rock spires that peek from the Great Sea. A few Kargorocs guard the Seven-Star Isles.

Piece of Heart #11 (via Big Octo #1)



A 12-eyed Big Octo is found in this sector. Sail toward a flock of circling seagulls to find it. Use the Boomerang to target up to five of its large, yellow eyes at once. When all 12 eyes turn blue, the defeated Big Octo leaves behind a ring of light, which contains a chest. Use the Grappling Hook to haul up the chest, which contains Piece of Heart #11.

Rings of Light



Three rings of light around this island appear only under the light of a full moon. When you see them, use the Grappling Hook to pull up a Red Rupee in a chest from each one.

Treasure Chart #16 (via Sea Platforms)

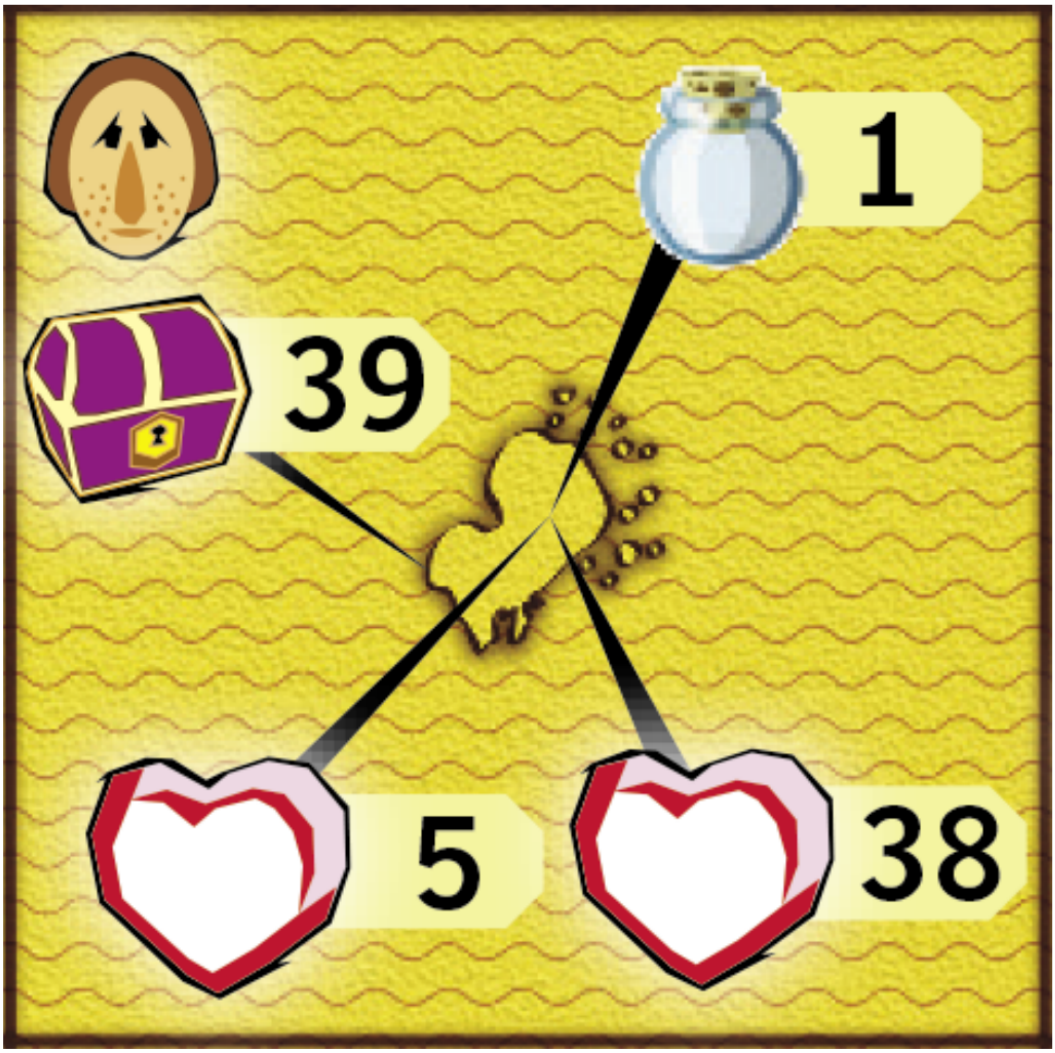
Sail to the trio of Sea Platforms and climb the middle Sea Platform's ladder. Defeat the first Wizzrobe that attacks you to reveal a chest there. Defeat the next Wizzrobe to reveal a chest on the north Sea Platform. Defeat the final two Wizzrobes to reveal a chest on the south Sea Platform. You can jump between the Sea Platforms to reach each chest. You find Treasure Chart #16 in one of the chests and minor rewards inside the other two.

Silver Rupee (via Treasure Chart #45)

Find and open Treasure Chart #45 (received from Mrs. Marie at Windfall Island [D2] after you give her 41 Joy Pendants) to pull a chest from the Great Sea near Seven-Star Isles. The chest contains a Silver Rupee.

Islands of the Great Sea

Dragon Roost Island (F2)



Dragon Roost Island is home to the Rito, a tribe of birdlike humanoids whose duty is to deliver mail to all islands of the Great Sea. Valoo, a great red dragon, also makes his home at the top of Dragon Roost Island. You access Dragon Roost Cavern dungeon from this island, and many other important plot points occur here as well.

Beedle's Shop Ship

Enter Beedle's Shop Ship, which slowly sails around this island, to purchase Hyoi Pears for 10 Rupees, All-Purpose Bait for 30 Rupees, and 30 bombs for 60 Rupees.

Wind Waker

You receive the magical baton, the Wind Waker, from the King of Red Lions as soon as you land on Dragon Roost Island for the first time. For more information, refer to the walkthrough.

Empty Bottle #1

Medli gives you an Empty Bottle just before she darts into the Dragon Roost Cavern. For more information, refer to the walkthrough.

Grappling Hook

Medli also gives you the Grappling Hook after you free her from her holding cell in the Dragon Roost Cavern. For more information, refer to the walkthrough.

Wind's Requiem

During your first visit to Dragon Roost Island, head to the Wind Shrine on a small nearby isle. One of the Wind Shrine's two stone tablets has been broken; the other has three mysterious symbols etched into it.

Pull out the Wind Waker and play along with the symbols scribed onto the unbroken stone tablet to learn the "Wind's Requiem." This song has the power to dictate the direction of the wind. To play it, push ↑, ←, → while using the Wind Waker.

Silver Rupee (via Treasure Chart #39)

Find and open Treasure Chart #39 (found inside the Dragon Roost Cavern dungeon at Dragon Roost Island [F2]) to pull a chest from the Great Sea near Dragon Roost Island. The chest contains a Silver Rupee.

Orange Rupee

You must have the Deku Leaf to get this Orange Rupee. Walk along the inside balcony on the second floor of the Rito Aerie and exit through the second doorway.

Position yourself as shown in the screenshot, right where the Rito was standing. Use your Hero's Bow (if you've found it) to take out the Kargoroc nesting in a rock spire ahead of you. Direct the wind by conducting the "Wind's Requiem," and use the Deku Leaf to reach the top of the distant rock spire ahead to find a stone tablet. The tablet tells you to proceed forward.

Again, set the wind and use the Deku Leaf to float around the first rock spire directly ahead of you, then swing back and safely land on top of another rock spire with a second stone tablet. This tablet tells you to go left. First, use the Boomerang to take out the nearby Kargoroc.

Look to the grassy ledge to the left, then set the wind blowing in that direction with the “Wind’s Requiem.” Use the Deku Leaf one last time to reach the grassy ledge, and then run up the trail along the side of the cliff. Inside you find a chest containing an Orange Rupee.

To get out, push the block ahead until it falls out of the side of the cliff, then jump down.

Piece of Heart #5 (via Mail Sorting)

Talk to Koboli, the Rito who works behind the counter at the Mail Center on the second floor of the Rito Aerie, to play the Mail Center minigame. You must sort each piece of mail into its corresponding slot in 30 seconds.

First, sort 10 envelopes in 30 seconds. Then sort 20 letters or more in the same amount of time, and you'll be given a raise. If you manage to achieve that goal, you're then asked to sort 25 letters, still in only 30 seconds. Do that and Koboli is stunned. He showers you with compliments and gives you another increase in pay.

Memorize the patterns on the mail slots so you don't even have to look at them to know where each envelope belongs. However, this is mostly a game of luck. Sometimes you get a streak of several envelopes of the same type. This gives you a much better chance of sorting out 25 letters within the 30 seconds. Just keep trying until you get lucky!

Once you've proven your skills at letter-flicking, exit the aerie. Turn around and go back inside, and return to the Mail Center. Baito, the new part-timer, is working behind the counter.

Talk to Baito, and he tells you how much he'd love to see you sort 25 letters like you did before. Do so, and Baito is so impressed that he asks you to mail a letter to his mom for him. Drop the letter in the postbox outside, near the aerie entrance.

Don’t worry—you have some nice rewards coming your way. For helping and impressing Baito so much, you receive two letters in the mail the next day. One letter is from Baito and one is from his mother, Kashiko. Baito’s letter comes with a Red Rupee, and attached to Kashiko’s letter is Piece of Heart #5. You can play the Mail Center minigame again anytime by talking to Koboli.

Piece of Heart #38

One of the Rito guards who stands watch on the second floor of the aerie happens to have a girlfriend who adores Golden Feathers. As soon as you’ve collected 20 or more Golden Feathers, show them to the Rito guard. He’s more than happy to take 20 off your hands and gives you an Orange Rupee in return. Check any postbox the next day to find a letter from his extremely grateful girlfriend. Attached to the letter you find Piece of Heart #38.

Purple Rupee (via Secret Cave)

Head to the Wind Shrine on a small isle near Dragon Roost Island, and look for a large, gray boulder on the beach. Bomb the boulder to reveal a hole leading into a Secret Cave. Drop into the hole and enter the cavern.

This Secret Cave isn't too difficult. Enter each room and defeat every enemy you find (mostly ChuChus). A torch above each door lights as you clear out the room. When all four torches are lit, a final door unseals. Enter it to find a chest containing a Purple Rupee.

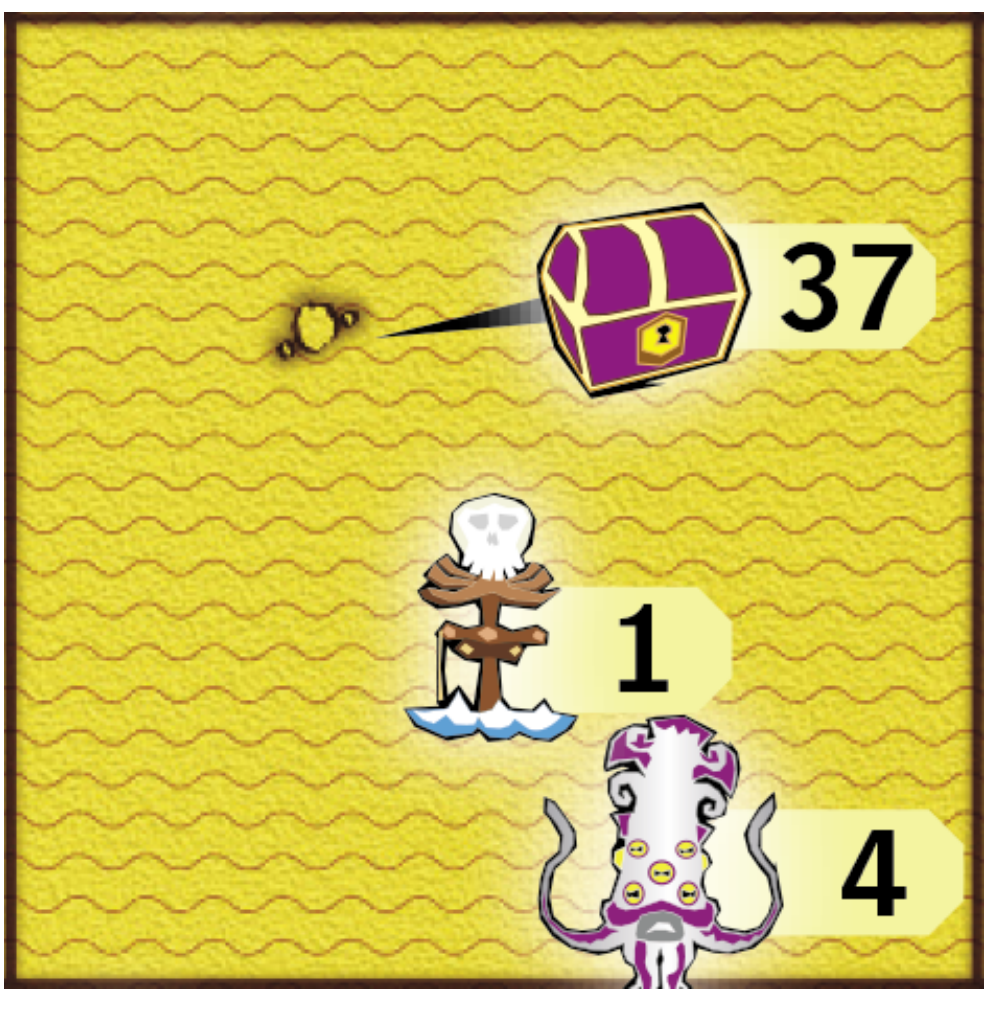
Silver Rupee

A curious sign near the Bomb Plants outside Dragon Roost Island shows an arrow pointing upward. Look at the side of the cliff to discover the sign's significance: A long line of Bomb Flowers grows from the side of the cliff high above you, and they seem to be leading straight up to a gray boulder.

Using the Hero's Bow, fire an arrow at the first Bomb Flower in line. The Bomb Flower flashes for a second before exploding, setting off a chain reaction that destroys the gray boulder. A chest drops from the sky and lands near the sign—it must have been sitting on top of the boulder! Open the chest to find a valuable Silver Rupee.

Islands of the Great Sea

Fire Mountain (F3)



Fire Mountain resembles a large, active volcano. You can't traverse this island until you first cool the lava pouring from its top with an Ice Arrow. This requires the Fire/Ice Arrow upgrade for the Hero's Bow.

Sea Platform

Sail to the single Sea Platform and destroy all its cannons to reveal a chest. Climb the ladder to reach the chest, and find a second chest. Both chests contain minor rewards.

Orange Rupee (via Big Octo #4)

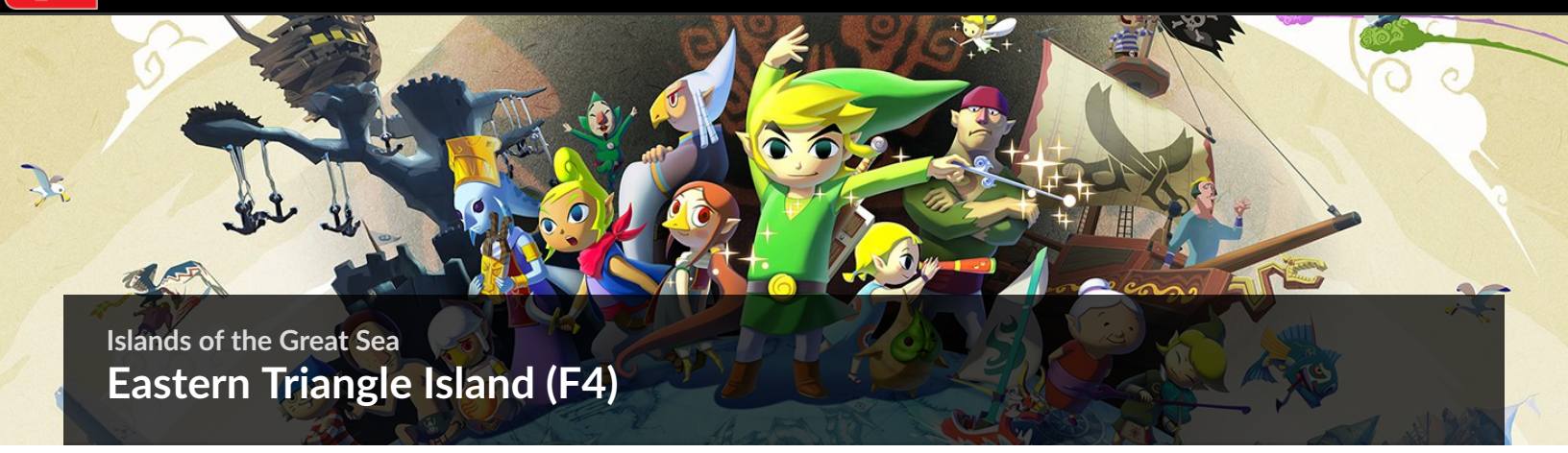
An eight-eyed Big Octo is found in this sector. Sail toward the flock of circling seagulls to find it. Use the Boomerang to target up to five of its large, yellow eyes at once. When all eight eyes turn blue, the defeated Big Octo leaves behind a ring of light. Use the Grappling Hook to haul up a chest containing an Orange Rupee.

Silver Rupee (via Treasure Chart #37)

Find and open Treasure Chart #37 (inside the Secret Cave at Rock Spire Isle [B3]) to pull a chest from the Great Sea near Fire Mountain. The chest contains a Silver Rupee.

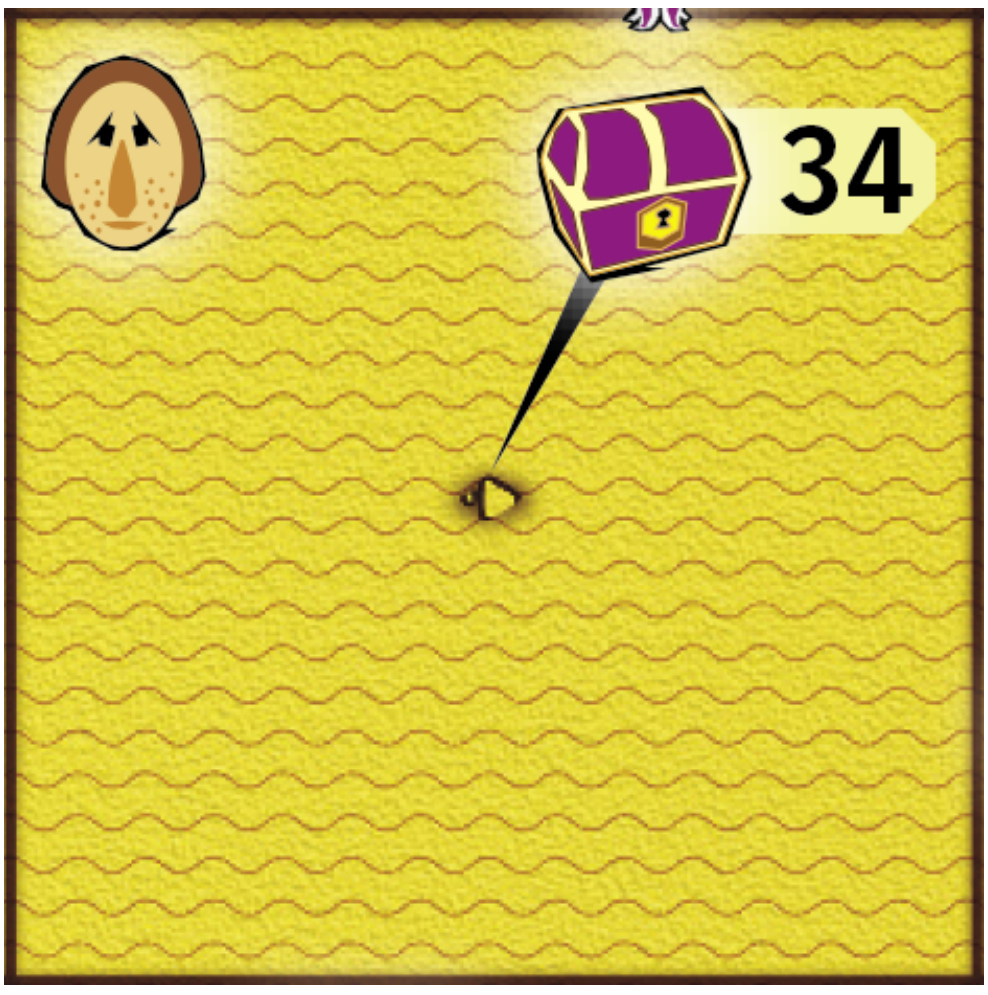
Power Bracelets (via Secret Cave)

To enter Fire Mountain's Secret Cave and get the Power Bracelets, first shoot an Ice Arrow into the tall column of fire erupting from the top of the island. This deactivates the volcano for five minutes. Hurry and climb to the top of the island, then drop into the hole there to enter a Secret Cave where the Power Bracelets are kept. For more information, refer to the walkthrough.



Islands of the Great Sea

Eastern Triangle Island (F4)



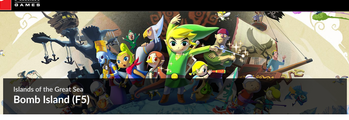
This small, triangular island features one of the three goddess statues. You must place one of the three colored pearls on the statue to raise the Tower of the Gods from the Great Sea.

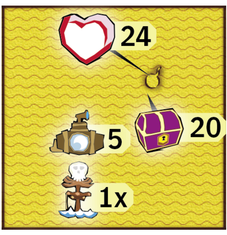
Beedle's Shop Ship

Enter Beedle's Shop Ship, which slowly sails around this island, to purchase items. Here he sells Hyoi Pears for 10 Rupees, All-Purpose Bait for 30 Rupees, and 30 bombs for 60 Rupees.

Silver Rupee (via Treasure Chart #34)

Find and open Treasure Chart #34 (which is given to you by the Salvage Corp. the first time you sail up and talk to them) to pull a chest from the Great Sea near Eastern Triangle Island. The chest contains a Silver Rupee.





From a bird's-eye view, Bomb Island does indeed resemble a bomb. It's circular, with a narrow, curved path winding to the northeast that looks like a fuse from above. One of the three Traveling Merchants appears on Bomb Island after you begin the trading quest at Windfall Island (D2).

Ghost Ship Notice

The Ghost Ship appears near this island on nights when the right half of the moon is dark.

Empty Bottle #2 (via Submarine)

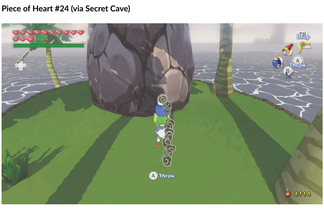
The submarine in this sector has a handy Empty Bottle. Sail to the submarine, then climb onto it and enter the doorway leading inside.

Face three Bokoblins and a few Rats. Defeat the Bokoblins to reveal a chest on the ground containing an Empty Bottle. You don't have to defeat all the Rats to reveal the chest, but they'll steal your Rupees if you don't watch out for them!

Sea Platform

Sail to the single Sea Platform and climb its ladder. Defeat the enemies to reveal a chest, which contains a minor reward.

Piece of Heart #24 (via Secret Cave)



If you've found the Bombs item, you can use a bomb to destroy the large boulder on top of Bomb Island, revealing a hole. Drop into the hole to enter a lava-filled Secret Cave.

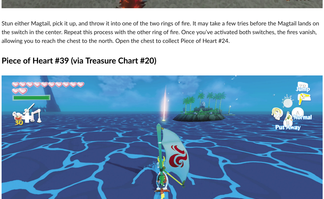
This Secret Cave is made up of two rooms. In the first, unseal the north door by stunning a nearby Magtail. Pick it up and place it on the pressure switch on the floor. To stun a Magtail, wait until it's about to strike at you and then attack it with B. The Magtail curls into a ball.

With the door unsealed, proceed into the next room. This second room is similar to the first, but much more dangerous. Walk down the extremely narrow pathway to the door's left, taking care not to fall into any lava. Step on the switch at the end. Two rings of fire that were blocking the north pathway disappear.

Carefully make your way back along the narrow pathway. With the fire extinguished, you can proceed up the second pathway to the north. This takes you to a wider area, where two more Magtails crawl about. Each side of the area has a ring of fire, and a short distance up a pathway to the north is a chest surrounded by fire.

Stun either Magtail, pick it up, and throw it into one of the two rings of fire. It may take a few tries before the Magtail lands on the switch in the center. Repeat this process with the other ring of fire. Once you've activated both switches, the fires vanish, allowing you to reach the chest to the north. Open the chest to collect Piece of Heart #24.

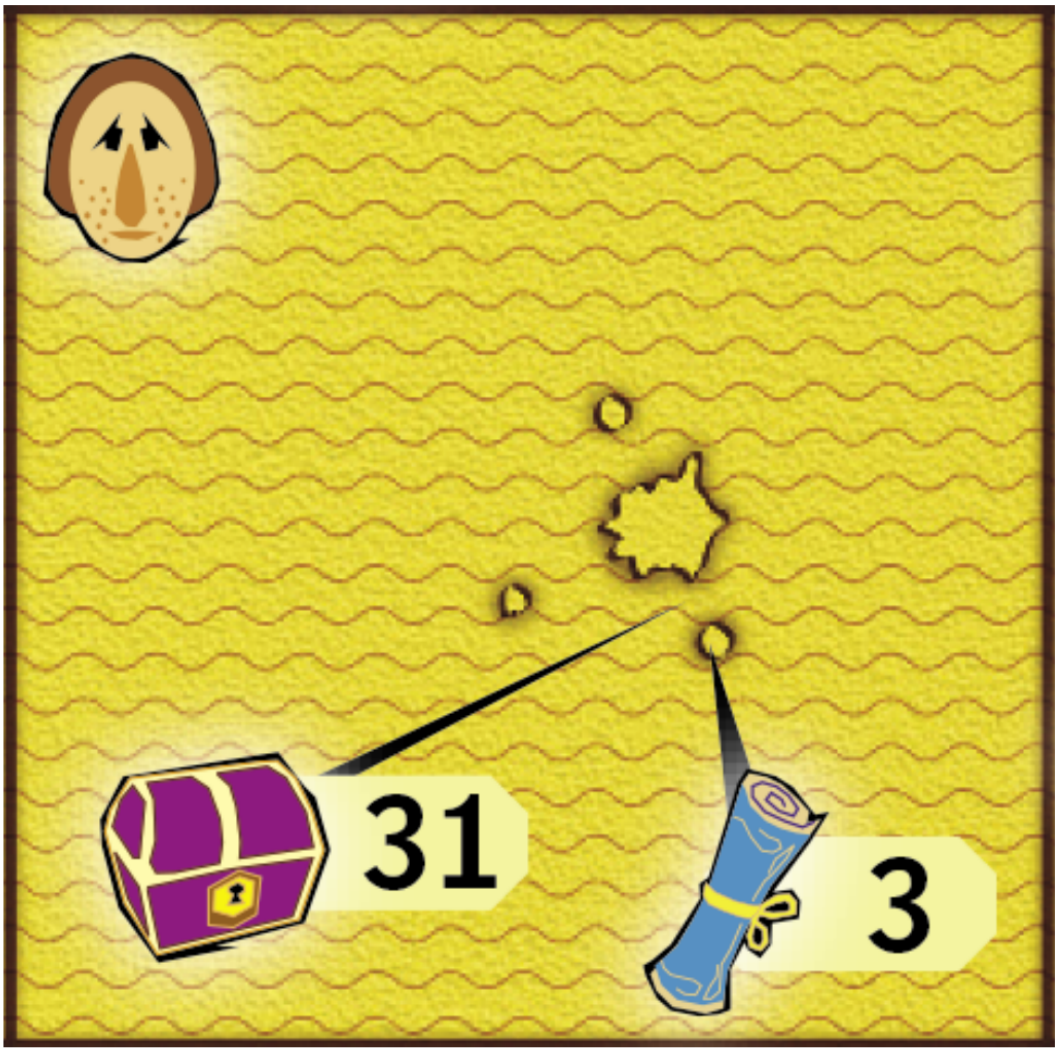
Piece of Heart #39 (via Treasure Chart #20)



Find and open Treasure Chart #20 (found inside the Earth Temple dungeon at Headstone Island [C7]) to pull a chest from the Great Sea near Bomb Island. The chest contains Piece of Heart #39.

Islands of the Great Sea

Forest Haven (F6)

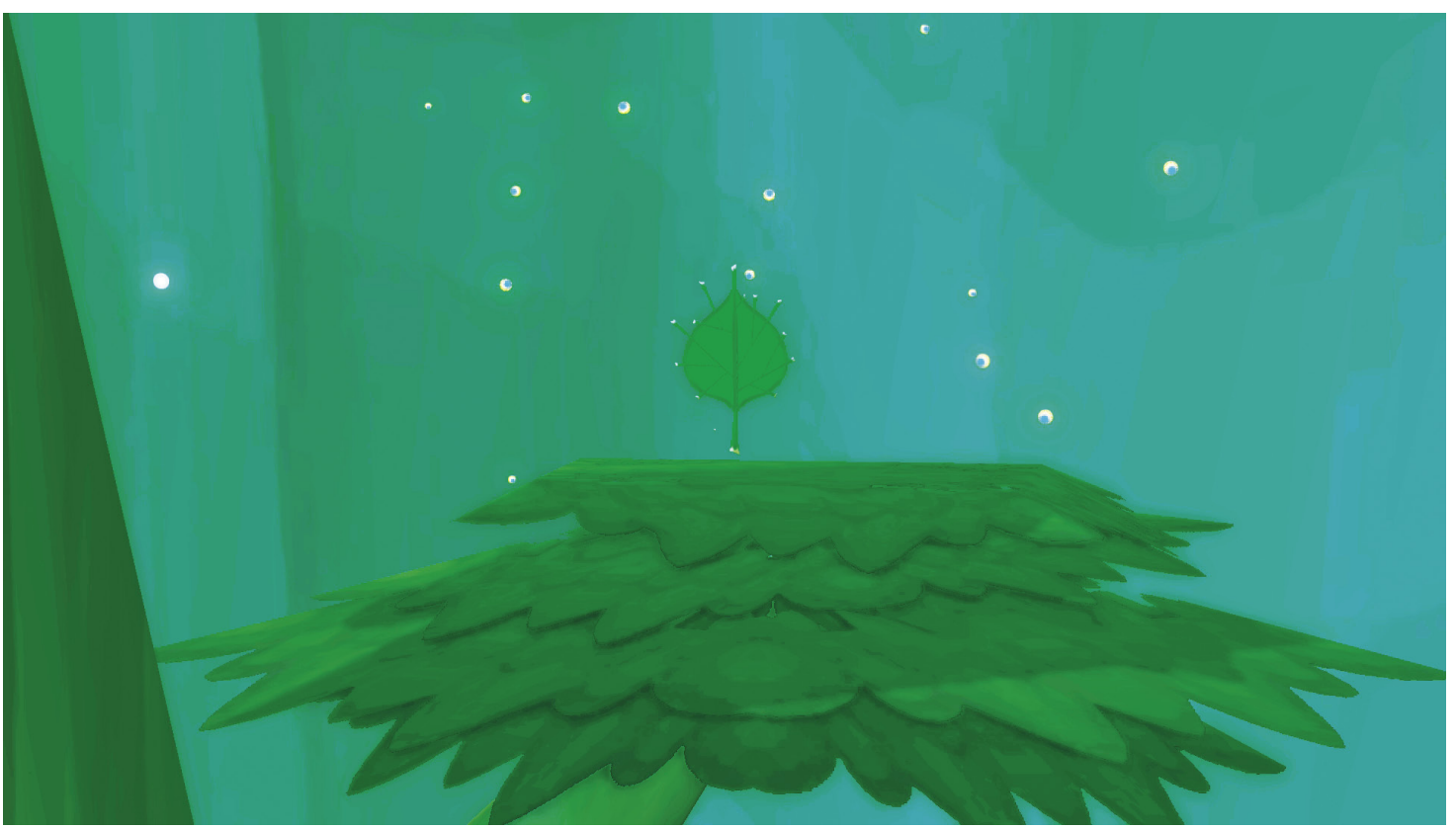


The giant Forest Haven is the home of the Great Deku Tree, the wise and ancient spirit of the forest, and his children, the Koroks. There are many things for you to see and do here. The Forbidden Woods dungeon is located right next to Forest Haven.

Beedle's Shop Ship

Enter Beedle's Shop Ship, which slowly sails around this island, to purchase Hyoi Pears for 10 Rupees, All-Purpose Bait for 30 Rupees, and 30 bombs for 60 Rupees.

Deku Leaf



The Deku Leaf is on a high branch of the Great Deku Tree. Refer to the walkthrough for more information (p. 112).

Boomerang

The Boomerang is found inside the Forbidden Woods dungeon, just to the west of Forest Haven. Refer to the walkthrough for more information (p. 121).

Hollo's Forest Potion Shop

After you clear the Forbidden Woods dungeon, you can enter Hollo's Forest Potion Shop in a separate cave inside Forest Haven. Hollo makes Blue Potions for you if you give him four Boko Baba Seeds and have an Empty Bottle on hand. This is a great source of Blue Potions, because Boko Baba Seeds are easily found all over the Forest Haven (use the Grappling Hook to snatch them from the plentiful Boko Baba enemies).

Treasure Chart #3

Once you have the Deku Leaf, you can obtain this Treasure Chart. Use the Baba Buds found inside Forest Haven to make your way up to the highest ledge along the area's outside wall. Reaching the highest ledge requires a couple of fearless jumps and glides, but nothing too strenuous.

Exit Forest Haven from the highest ledge. A short cutscene shows a circular isle far below you with a chest sitting on top of it. Change the direction of the wind if necessary and use the Deku Leaf to float down to the circular isle. This is an easy jump if you change the camera angle so you can see your shadow as you glide. Drop from the sky as soon as your shadow appears on top of the isle, and then open the chest to find Treasure Chart #3.

Forest Firefly

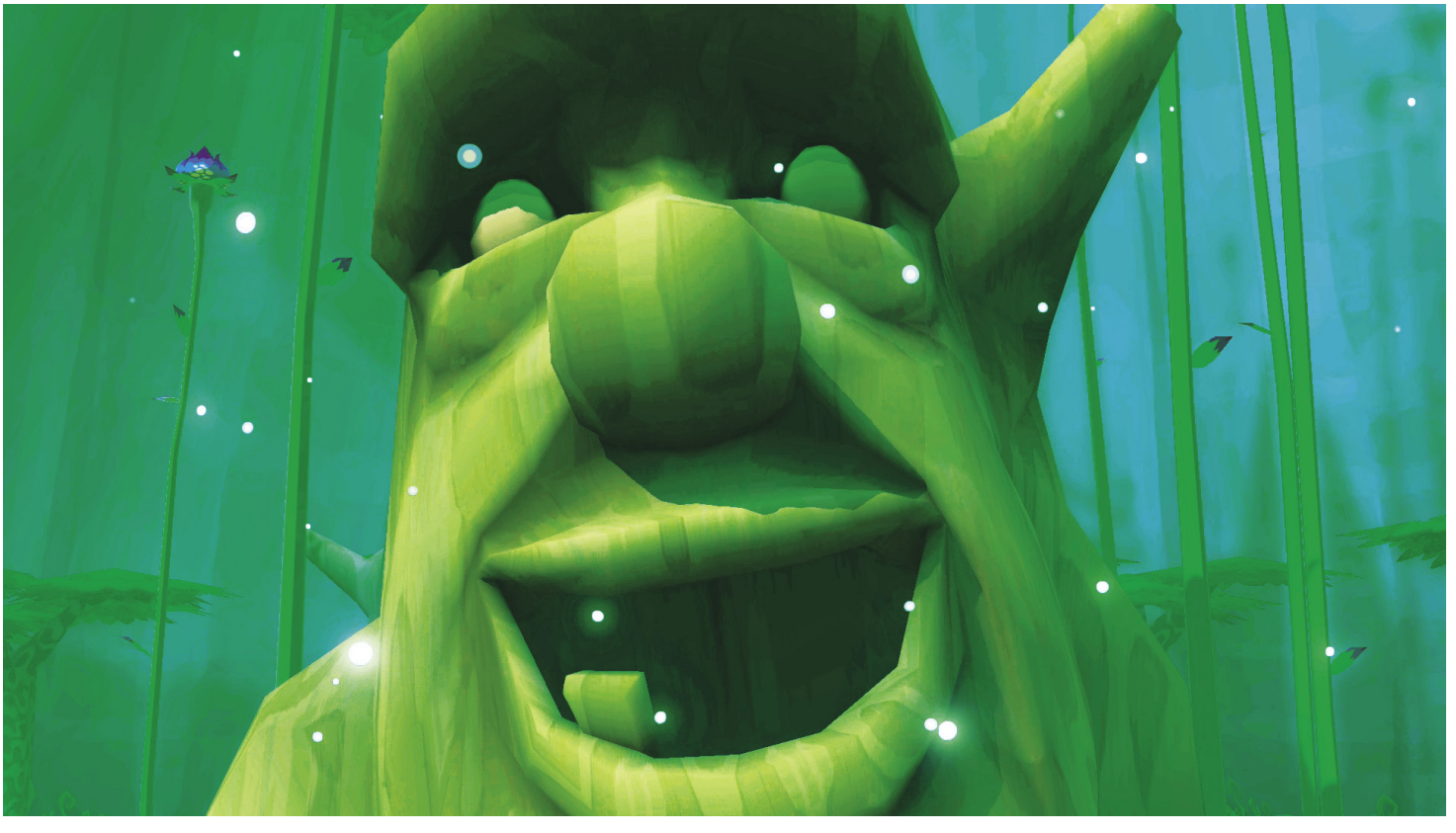
If you bring Lenzo a Forest Firefly, he'll reward you with a Joy Pendant. Forest Fireflies are located only inside Forest Haven. They look like the other fireflies in the area, except they are slightly larger and give off a multicolored glow. They're easy to spot, and to capture one, just scoop it into a bottle.

Piece of Heart #34 (via Treasure Chart #31)

Find and open Treasure Chart #31 (found at Windfall Island [D2]) to pull a chest from the Great Sea near Forest Haven. The chest contains Piece of Heart #34.

Piece of Heart #40

During the cutscene that runs after you clear the Forbidden Woods dungeon and return Makar to Forest Haven, eight Koroks leave the sanctity of the Great Deku Tree's lair to plant new Deku Trees on eight islands across the Great Sea. Something has happened to the newly planted Deku Trees, however—they're withering away for some unknown reason. Help the Withered Deku Trees to get Piece of Heart #40.



You need an Empty Bottle and the "Ballad of Gales" warping song. Talk to the Great Deku Tree, who explains the entire situation to you. He also marks the locations of the eight Withered Deku Trees on your Sea Chart. They appear as faint Deku Leaf symbols. Now all you need is some Forest Water!

Fill your bottle in the Forest Haven with Forest Water, a potent brew with the power to revive Deku Trees. You can fill only one bottle, but it holds an unlimited amount of Forest Water. Forest Water turns into ordinary water just 30 minutes after you bottle it, so you must race to water all eight Withered Deku Trees before that time passes.

Here's our strategy for watering the eight Withered Deku Trees. On our first attempt, we watered all eight with more than 5 minutes to spare.

1. **Cliff Plateau Isles (G6)**: Sail directly east from Forest Haven. Enter the Secret Cave at Cliff Plateau Isles, and use the cavern's alternate exit to reach the Withered Deku Tree on top of the largest isle.
2. **Shark Island (C6)**: Warp to Southern Fairy Island (D6) and then sail west.
3. **Greatfish Isle (B4)**: Warp directly to Greatfish Isle and run up the southeast isle's corkscrew pathway to reach the Withered Deku Tree at the top.
4. **Needle Rock Isle (A5)**: Sail directly southwest from Greatfish Isle (B4) to reach the next Deku Tree at Needle Rock Isle.
5. **Private Oasis (E5)**: Warp to the Tower of the Gods (E4) and sail south.
6. **Eastern Fairy Island (E3)**: Warp back to the Tower of the Gods (E4) and sail north.

7. **Mother & Child Isles (B2)**: Warp to Tingle Island (C3) and sail northwest (do not warp directly to sector B2). The Withered Deku Tree is on top of the Child Isle.
8. **Star Island (B1)**: Sail directly north after you finish watering the Withered Deku Tree on Child Isle.

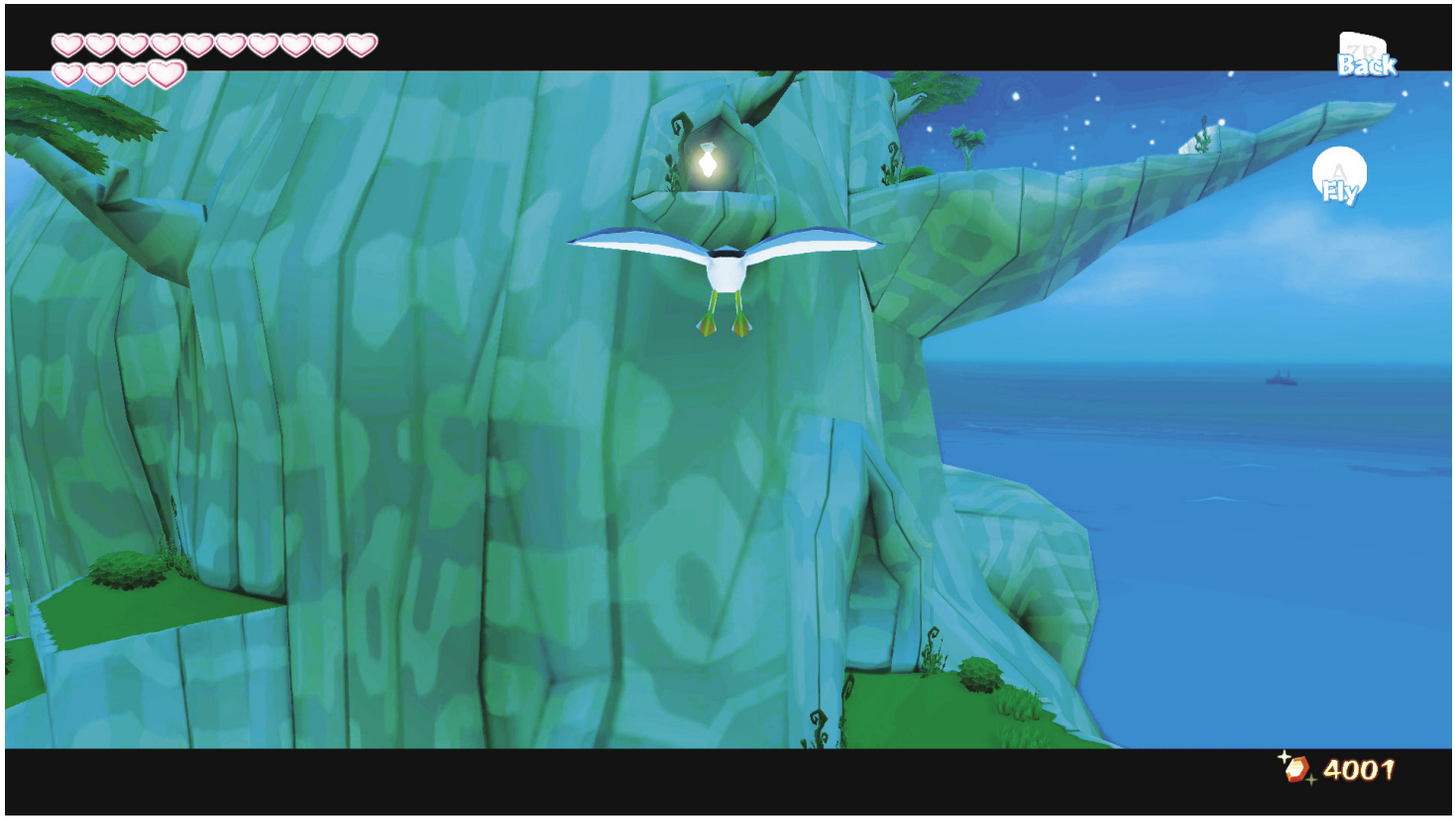
Whatever watering strategy you use, the eighth Withered Deku Tree instantly grows several feet taller after you water it, becoming healthy and strong. As thanks for your help, you get Piece of Heart #40. If you didn't make it to every Withered Deku Tree in time, you can always try again!

Nintendo Gallery

After you acquire the Deku Leaf, you can reach the small (but tall) circular isle just north of Forest Haven, where the Nintendo Gallery is located. Use the Baba Buds found in Forest Haven to reach the second-highest ledge on the outside wall, then exit Forest Haven through the doorway on the ledge.

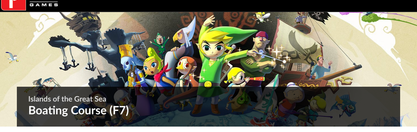
A short cutscene shows a glimpse of the small north isle where the entrance to the Nintendo Gallery is located. Use the Deku Leaf to glide down onto the circular isle, rotating the camera so that you can see your shadow below. Drop out of the air when the Deku Leaf symbol touches the top of the isle to make sure you don't miss it.

Talk to Manny, who is standing next to a huge metal hatch. He tells you that activating a distant switch opens the hatch. Use your telescope to examine the side of Forest Haven in the distance and spot a white, diamond-shaped switch in a small recess.

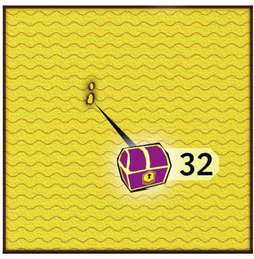


The switch is too far away to activate by conventional means. Instead, use a Hyoi Pear to take control of a nearby seagull. Fly the seagull directly into the diamond-shaped switch, and the metal hatch opens. Now you can enter the Nintendo Gallery!

Drop into the hole beneath the metal hatch and you appear in the main area of the Nintendo Gallery. Talk to Carlov, the man behind the counter, to learn about becoming a member of the Nintendo Gallery. To become an official member, show Carlov a well-taken, full-color pictograph of just about any creature or character in the game. Carlov then uses the pictograph to make a cool-looking figurine. Refer to “Nintendo Gallery” in the “Legendary Checklist” section for more information, as well as a complete list of every pictograph you need to take to complete your figurine collection.



Boating Course (F7)



On the Boating Course, you can play the fun and rewarding "Boating Course" minigame. The handy Submarine Chart is inside a Secret Cave here.

Boating Course Minigame

Talk to Loot, the sailor who runs the Boating Course, to play the "Boating Course" minigame. It costs 30 Rupees to play, but you can make up to 150 Rupees if you collect every one that you see as you sail around the course.

If you don't cross the finish line before the 4-minute time limit expires, you can't keep any of the Rupees you collected during the minigame. Four minutes is time enough to make two laps, so you can afford to miss a few Rupees on your first lap. To make a second lap without crossing the finish line, steer sharply to the left as you approach the banner at the end of the course.

Each time you win the minigame, 10 seconds are chopped off your time limit on the next race. For example, after you win it once, you have only 3 minutes and 50 seconds for the second attempt. On your third attempt, you have only 3 minutes and 40 seconds, and so on. It's possible to collect all 150 Rupees in one lap (or the vast majority of them, at least), so you can build up quite a stack of Rupees by playing this minigame.

Jump over the upright barrels to collect their Rupees. Sail right over the sideways barrels. Make sharp turns by jumping and steering in the desired direction while airborne.

Blue ChuChu

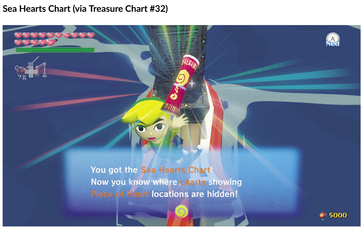
Use the Deku Leaf to reach a smaller island on the other side of the Boating Course's finish-line banner. Jump from the highest point on the main island of the Boating Course and glide to the smaller island. Defeat a Blue ChuChu there for a Blue Chu Jelly.

Submarine Chart (via Secret Cave)

Use the Deku Leaf to reach the smaller island on the other side of the Boating Course's finish-line banner. Drop into a hole on the ground there to enter a Secret Cave.

Inside are three white, diamond-shaped switches, one on top of each elevated ledge. Activate all three to reveal the chest that contains the Submarine Chart. You're under constant attack by Miniblins, which makes activating the switches quite a chore. Use the Boomerang and lock on to each switch after you defeat a wave of Miniblins.

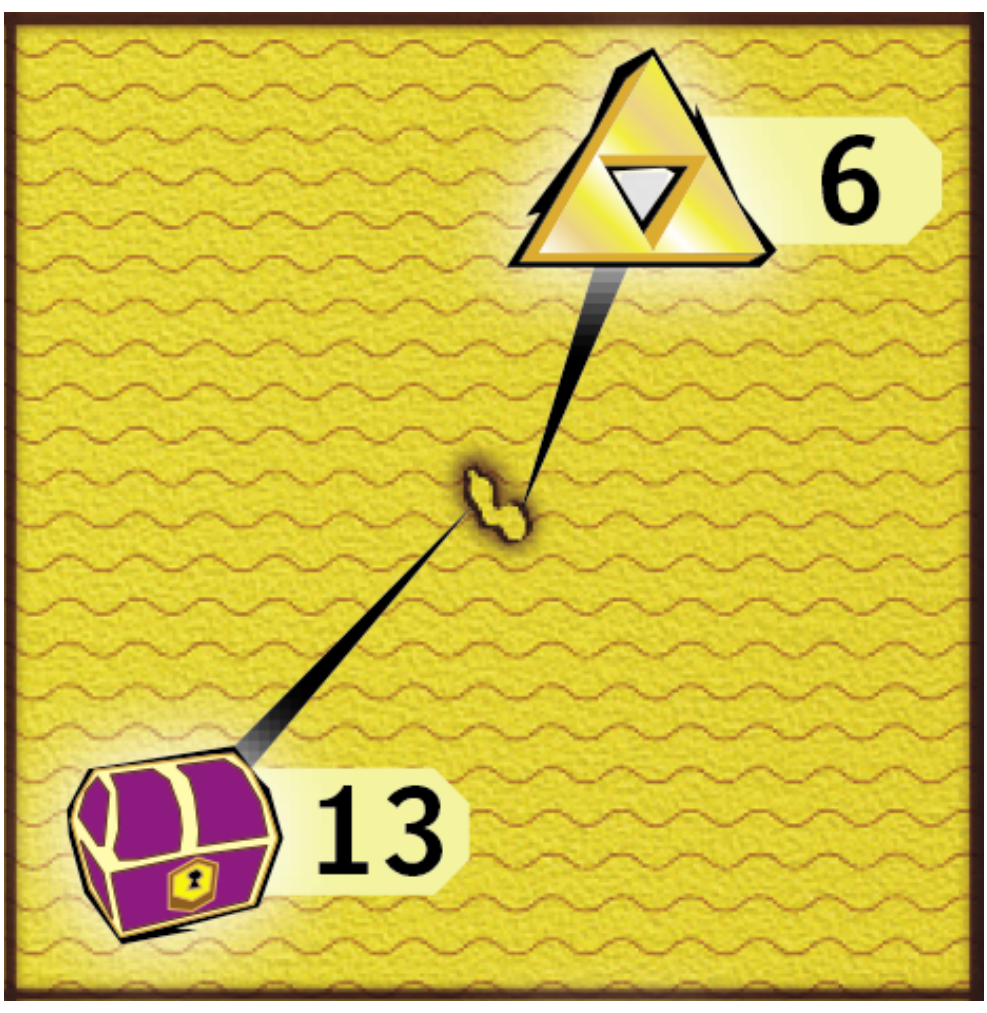
Sea Hearts Chart (via Treasure Chart #32)



Find and open Treasure Chart #32 (found at the Three-Eye Reef (A4)) to pull a chest from the Great Sea near the Boating Course. The chest contains the Sea Hearts Chart, which reveals the locations of every Treasure Chart that leads to a Piece of Heart on the Great Sea.

Islands of the Great Sea

Overlook Island (G1)



Because Overlook Island sits several feet up from the Great Sea, you need the Hookshot to reach its top. Watch out for a pair of Warships that patrol the waters around the island.

Secret Cave Chart (via Treasure Chart #13)

Find and open Treasure Chart #13 (found at the Two-Eye Reef [D7]) to pull a chest from the Great Sea near Overlook Island. The chest contains the Secret Cave Chart.

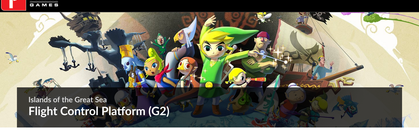
Blue ChuChu

When you have the Hookshot, you can latch on to the palm trees on top of the island and cross to the other side. Defeat the Blue ChuChu on the second ledge for a Blue Chu Jelly.

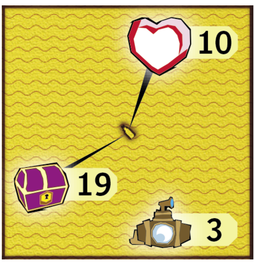
Triforce Shard #6 (via Secret Cave)

When you have the Hookshot, you can latch on to the palm trees on top of the island and cross to the other side, where you find a hole in the ground. Drop into the hole to enter this island's (via Secret Cave).

Enter each room and defeat all the enemies. Once you clear a room and return to the main chamber, the torch above the room lights up. Light all four torches to unseal the final door, then play the "Wind's Requiem" at the Wind Crest to reveal a chest containing Triforce Shard #6. For more information, refer to the walkthrough (p. 239).



Flight Control Platform (G2)



The Flight Control Platform is the site of the Rito Tribe Bird-Man Contest, a minigame that tests your ability to glide with the Deku Leaf. Until you have the Deku Leaf and Magic Meter upgrade, you can't do much at the Flight Control Platform.

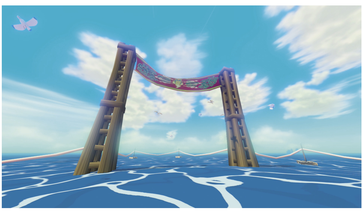
Platform Chart (via Submarine #3)

The Platform Chart reveals the locations of all Sea Platforms across the Great Sea, and it's stashed inside this sector's submarine. Sail to the submarine, climb onto it, and enter the doorway leading inside.

Everything is dark until you step on a pressure switch on the floor. The sub's torches light, and several enemies attack you. Defeat all of the Wizzrobes, ChuChus, and Miniblins to make a ladder drop from the ceiling. Climb the ladder to reach a treasure chest, which contains the Platform Chart.

Piece of Heart #10 (via Bird-Man Contest)

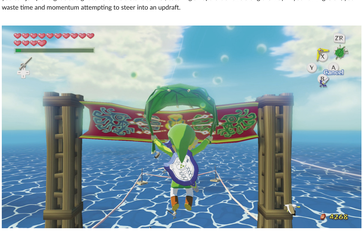
In the Bird-Man Contest, a fun and challenging minigame, you must use the Deku Leaf to glide as far as possible. It costs 10 Rupees to play, but the prize makes the price seem trivial.



A long, roped-off area extends from the launch deck of the Flight Control Platform. At the end of the area is a banner marking the record-setting distance that the Bird-Man Contest's "Great and Talented Champion" glided to. If you make it past the banner, you become the new champion.

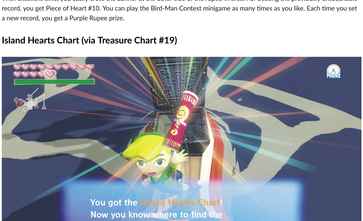
Because gliding with the Deku Leaf constantly drains your Magic Bar, you don't stand a chance without a Magic Bar upgrade from the Great Fairy in sector D7. Use updrafts to give yourself the extra altitude needed to make the long glide to the banner.

Before you rush off the Flight Control Platform's takeoff ramp, study the movements of the updrafts. If you time it just right, you can jump and glide straight toward the distant banner, catching an updraft or two along the way. If your timing is off, you waste time and momentum attempting to steer into an updraft.

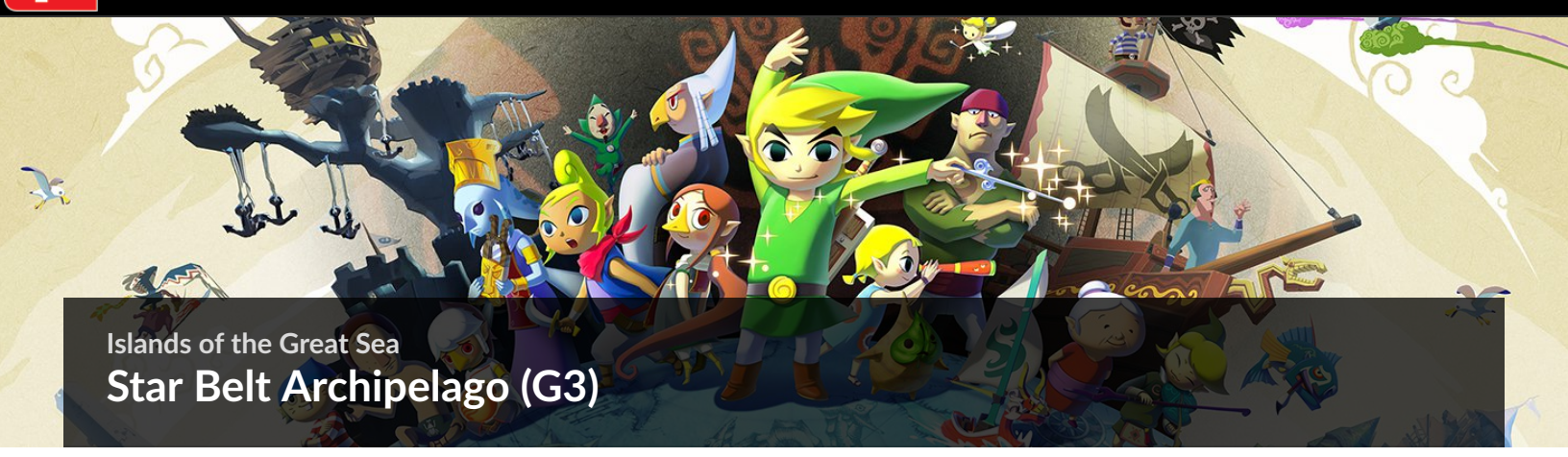


With excellent time, you easily cross the banner at the other side of the roped-in area. For beating the previously untouchable record, you get Piece of Heart #10. You can play the Bird-Man Contest minigame as many times as you like. Each time you set a new record, you get a Purple Rupee prize.

Island Hearts Chart (via Treasure Chart #19)

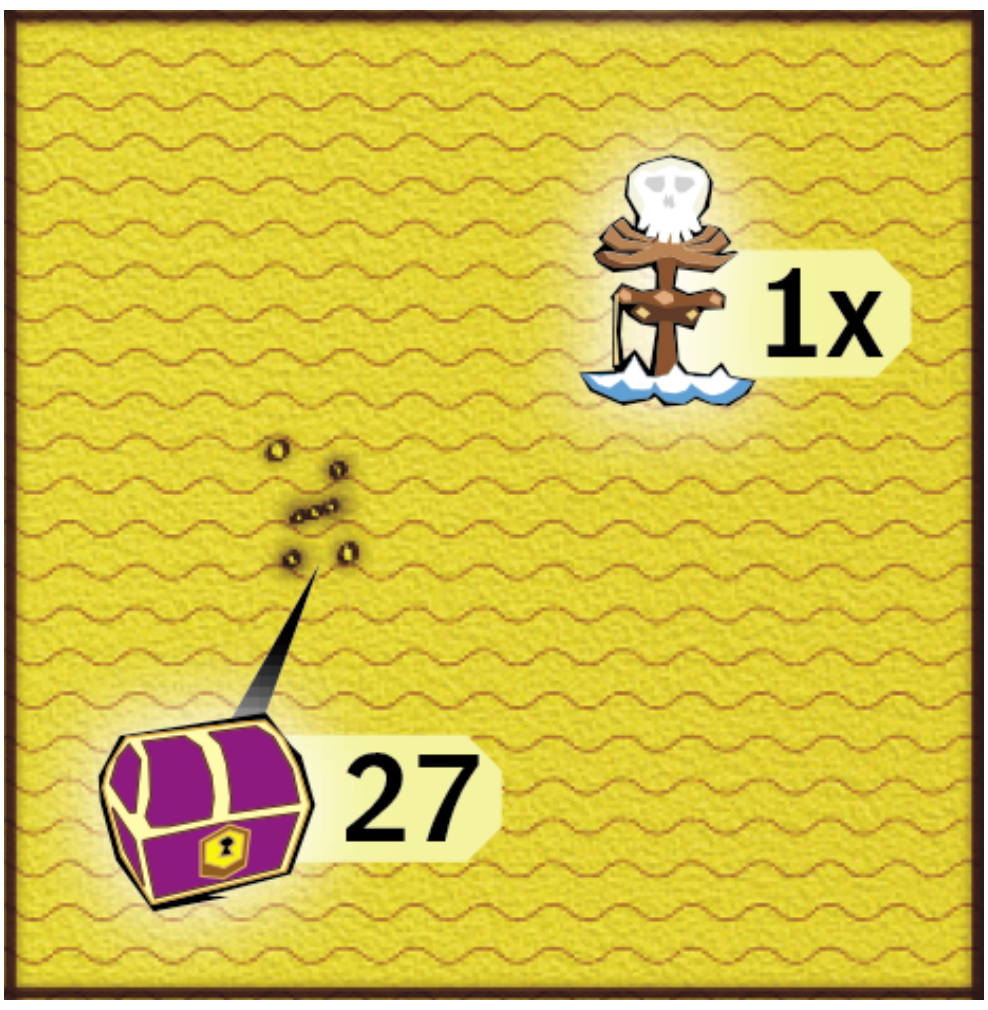


Find and open Treasure Chart #19 (found at the Four-Eye Reef [A2]) to pull a chest from the Great Sea near the Flight Control Platform. The chest contains the Island Hearts Chart, which reveals the locations of all Pieces of Heart that are not found by using Treasure Charts.



Islands of the Great Sea

Star Belt Archipelago (G3)



The Star Belt Archipelago resembles a familiar star constellation when viewed from above. It's little more than a collection of rock spires jutting from the water.

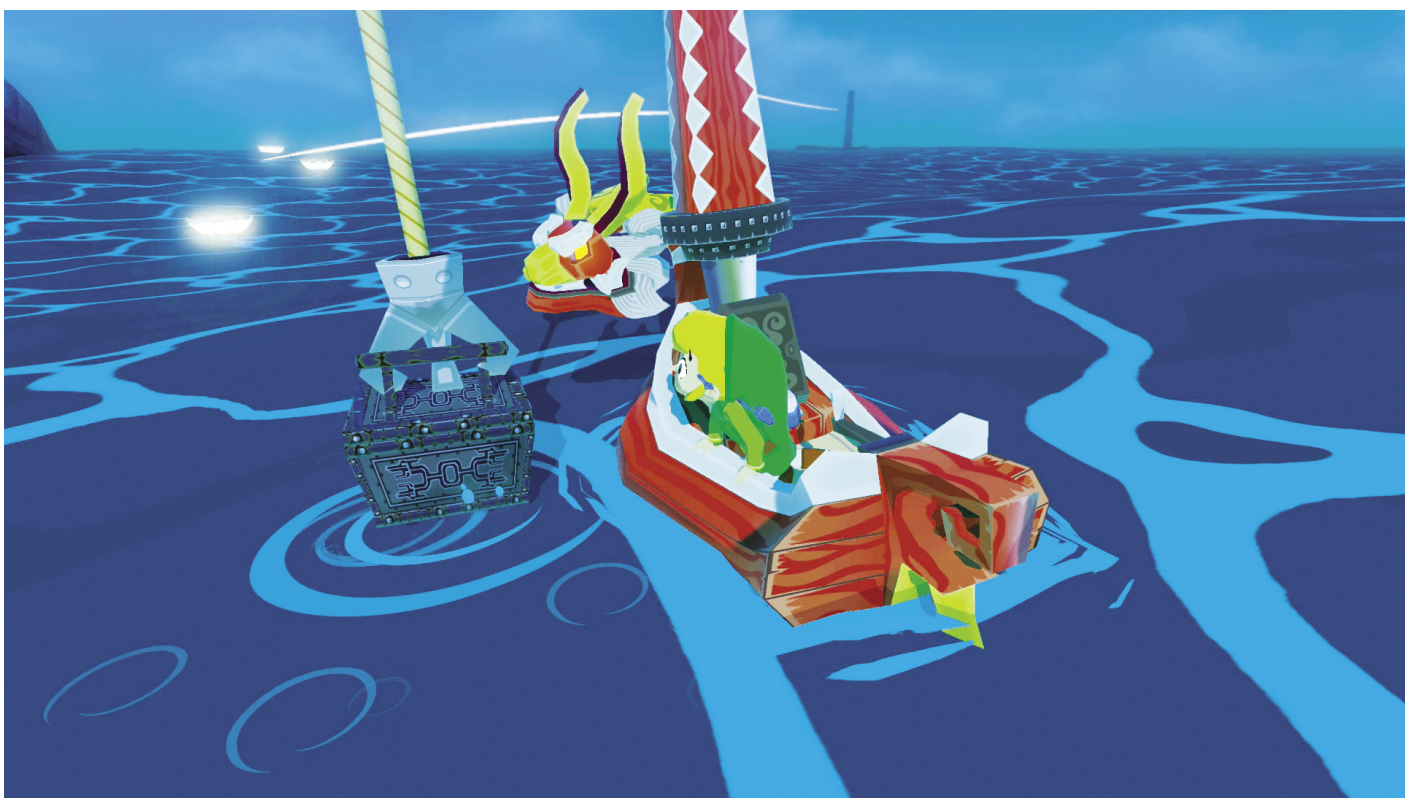
Ghost Ship Notice

The Ghost Ship appears near this island on nights when the left half of the moon is dark.

Sea Platform

Sail to the single Sea Platform and climb its ladder. A chest sitting up here contains a minor reward.

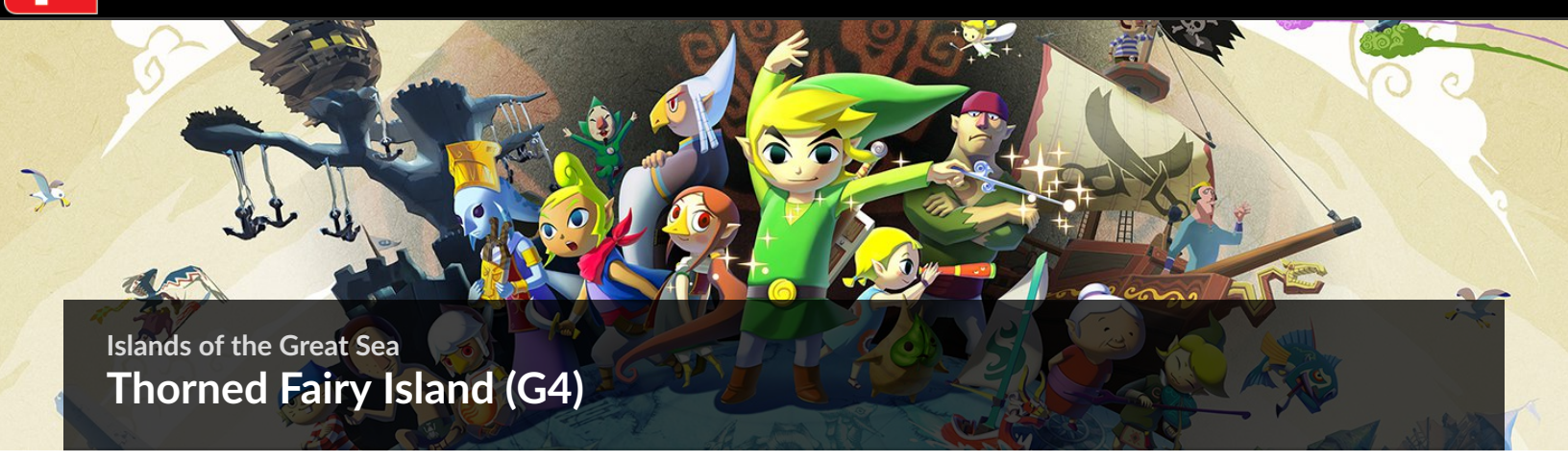
Rings of Light



Two rings of light around this island appear only under the light of a full moon. Use the Grappling Hook to pull a Red Rupee from one and a Purple Rupee from the other.

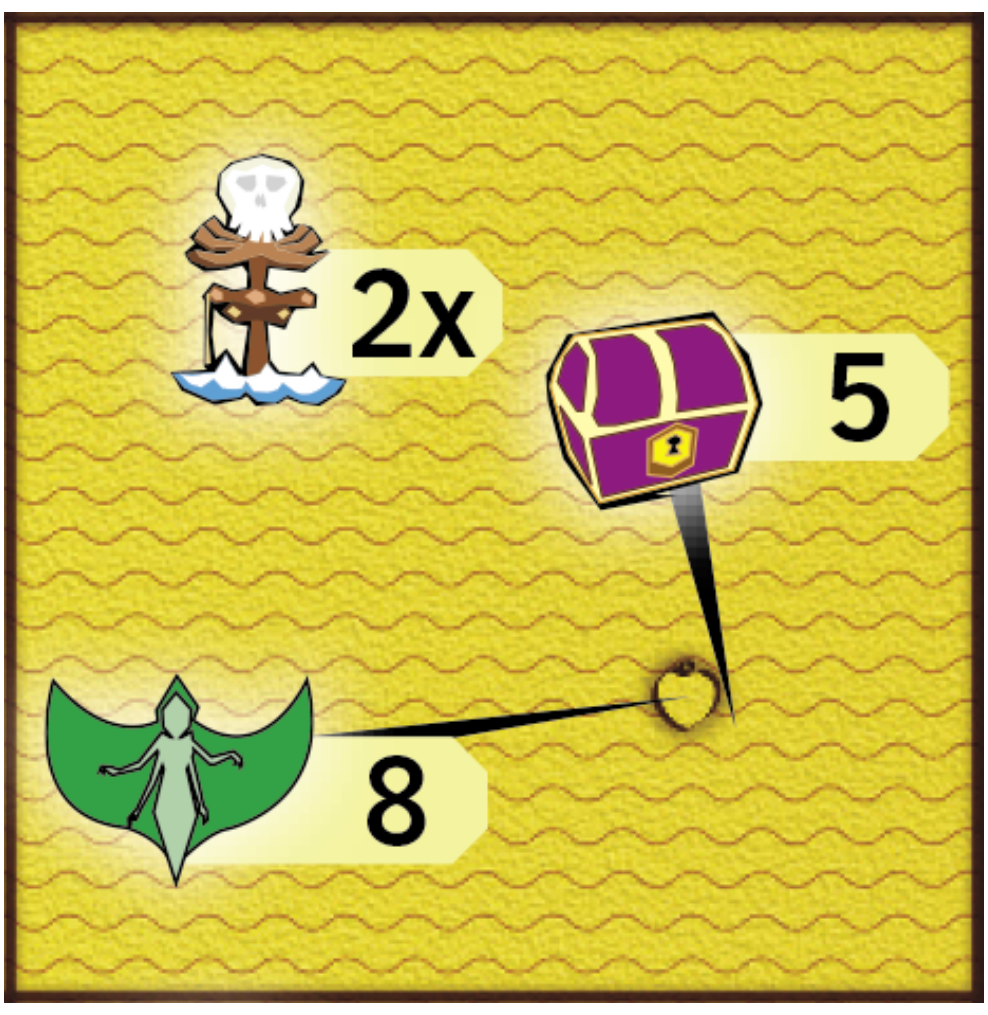
Silver Rupee (via Treasure Chart #27)

Find and open Treasure Chart #27 (found at the Private Oasis [E5]) to pull a chest from the Great Sea near the Star Belt Archipelago. The chest contains a Silver Rupee.



Islands of the Great Sea

Thorned Fairy Island (G4)



This small, heart-shaped island has a Great Fairy. Use the Skull Hammer to enter the Fairy Fountain inside the large conch shell.

Blue ChuChu

Defeat the Blue ChuChu near the eastern palm tree for a Blue Chu Jelly.

Sea Platforms

Sail to the pair of Sea Platforms. Destroy all the cannons on the only Sea Platform that has them to reveal a chest. Climb that Sea Platform's ladder and open the chest for a minor reward. Direct the wind west with the "Wind's Requiem" and use the Deku Leaf to glide to the second Sea Platform. Defeat the enemies there to reveal a chest, which also contains a minor reward.

Arrow Upgrade (via Great Fairy #8)

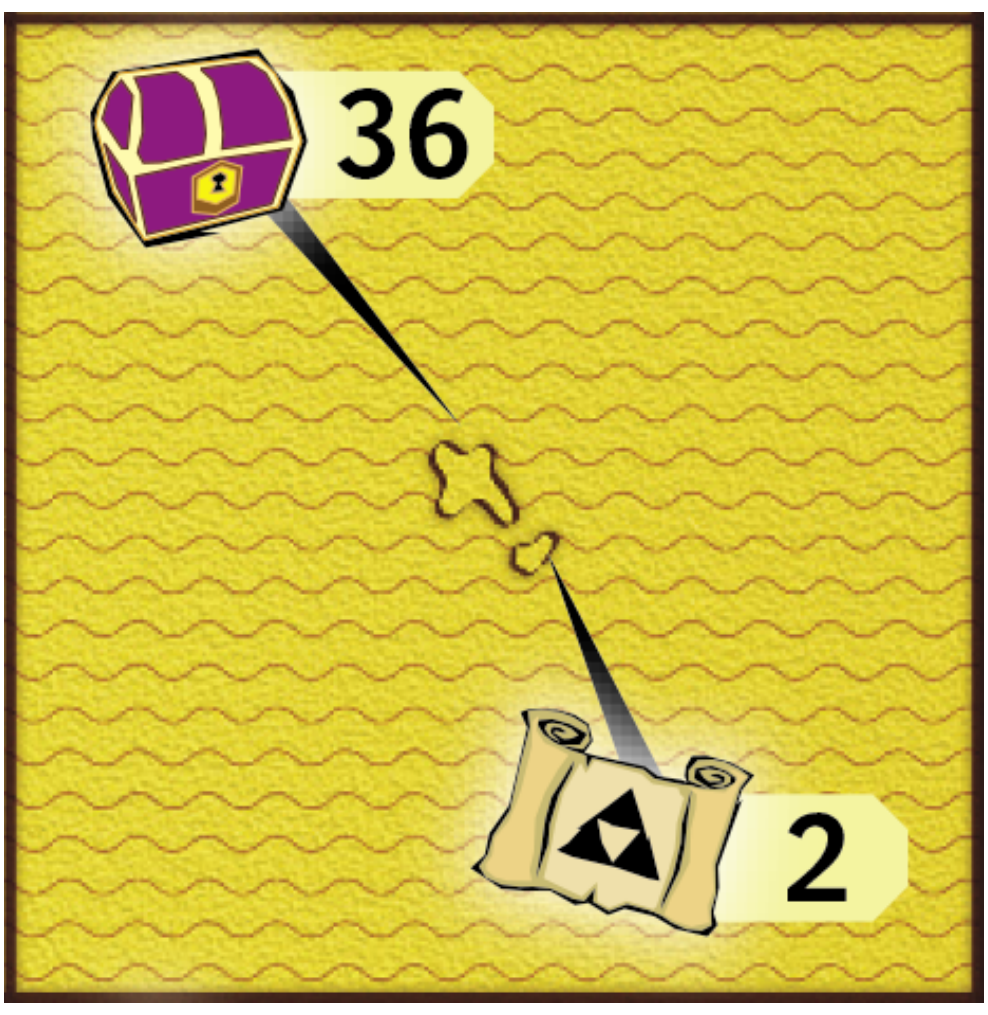
Use the Skull Hammer to pound down three nearby pegs and remove a wall of thorns blocking the way into the large conch shell. Drop into the hole inside the shell to enter a Fairy Fountain with a Great Fairy. This Great Fairy upgrades your arrow-carrying capacity and invites you to return any time to replenish your Life Gauge.

Piece of Heart #41 (via Treasure Chart #5)

Find and open Treasure Chart #5 (which is found inside the Wind Temple dungeon at Gale Isle [D1]) to pull a chest from the Great Sea near Thorned Fairy Island. The chest contains Piece of Heart #41.

Islands of the Great Sea

Birds Peak Rock (G5)



Bird's Peak Rock is divided into two isles—one covered in grass that you can walk onto and another a short distance away that's made of several pillars of rock. Many Kargorocs make their nests in the high peaks of the second isle.

Blue ChuChu

Find a wooden peg sticking out of the wall above the steel door on the island. Use the Grappling Hook to latch onto the peg, then pull yourself up to a tiny area above the steel door. Defeat the Blue ChuChu there for a Blue Chu Jelly.

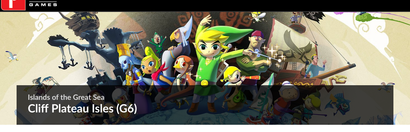
Triforce Chart #2 (via Secret Cave)

To get this Triforce Chart, you must open the steel door on the grassy isle. Do this by activating each of the white, diamond-shaped switches in the Kargoroc's nests atop the pillars of rock in the distance.

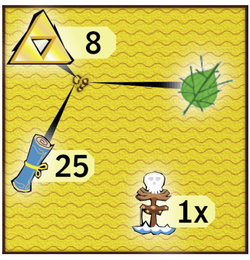
Start by pulling out the Hero's Bow and picking off most of the Kargorocs nesting on top of the rock pillars. Once you've dealt with them, use a Hyoi Pear to take control of a seagull and fly into each switch. The steel door opens when all are activated. Drop into the hole just beyond the steel door and acquire Triforce Chart #2 from the Secret Cave below. For more information, refer to the walkthrough (p. 230).

Silver Rupee (via Treasure Chart #36)

Find and open Treasure Chart #36 (found at Ice Ring Isle [E6]) to pull a chest from the Great Sea near Bird's Peak Rock. The chest contains a Silver Rupee.



Cliff Plateau Isles (G6)



The Cliff Plateau Isles comprise a tight cluster of smaller isles grouped around a slightly larger one. You can't reach the top of the larger isle without traveling through a Secret Cave. Enter it via the hole on one of the smaller isles.

Withered Deku Tree Watch

One of the eight Withered Deku Trees appears on this island after you clear the Forbidden Woods dungeon.

Sea Platform

Sail to the single Sea Platform and climb its ladder. A chest sitting on top contains a minor reward.

Treasure Chart #25 (via Secret Cave)

The only way to traverse the Cliff Plateau Isles and reach the largest isle is through the Secret Cave that you enter via the hole on one of the smaller isles. Start by walking up the slope of the first of the four smaller isles, then hop across each one until you come to the Secret Cave entry. Fall into the hole to enter it.

This cavern has a few obstacles for you to overcome before you can reach the other side. First, manipulate the circular platforms so you can cross them and reach the higher area of the cavern. Use the Deku Leaf to spin the platforms or to glide across them.

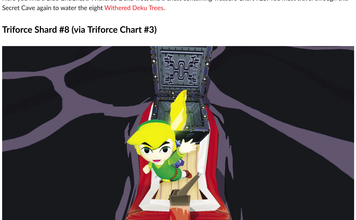
Once past the circular platforms, make your way around a wall of thorns that sprouts from the ground when you get close. Move slowly to avoid charging into them. Defeat the Boko Baba near the two tree stumps. It leaves a Baba Bud behind. Use the Baba Bud to reach the flat tops of two nearby tree stumps, and then carefully hang and drop to the chest below. Open the chest to get a Joy Pendant.

Once you open the chest, several (but not all) of the walls of thorns disappear, allowing you access to the Deku Puf again. Use this to reach the tops of the tree stumps, and then look for a wooden gate nearby. Use a Fire Arrow to burn away the wooden gate, revealing a ledge and an alternate exit from this Secret Cave.

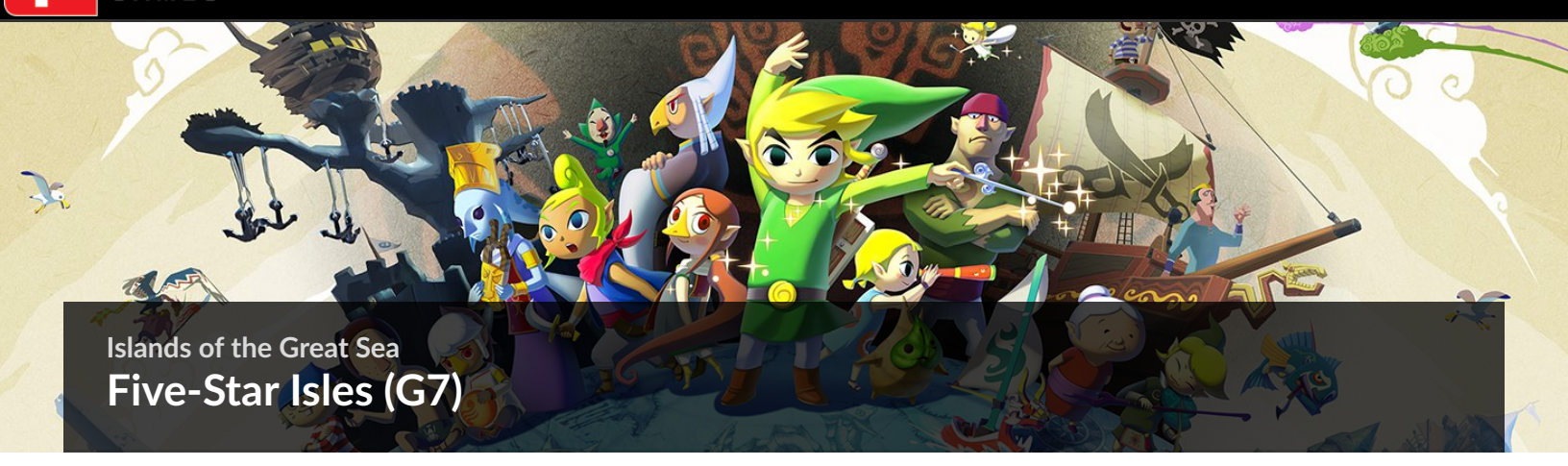
Use the Deku Leaf to glide from the closest tree stump to the ledge. Walk into the shaft of light, and you appear on top of the largest Cliff Plateau Isle.

Here you find a Blue ChuChu, a Withered Deku Tree, and a chest containing Treasure Chart #25. You must travel through this Secret Cave again to water the eight Withered Deku Trees.

Triforce Shard #8 (via Triforce Chart #3)

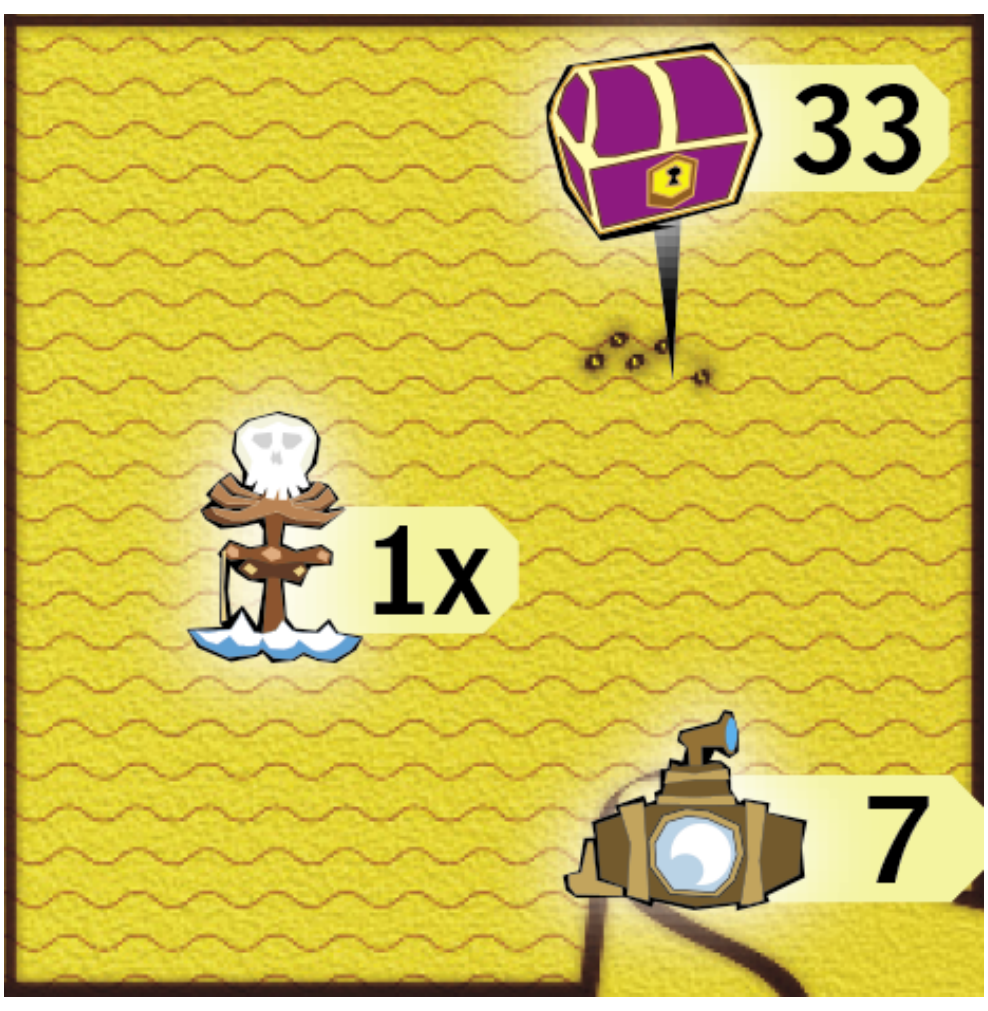


After you find, open, and pay Tingle 398 Rupees to decipher Triforce Chart #3 (found in the wreckage of the golden Warship near Needle Rock Isle [A5]), you can pull a chest from the Great Sea near the Cliff Plateau Isles. The chest contains Triforce Shard #8.



Islands of the Great Sea

Five-Star Isles (G7)



The Five-Star Isles are little more than a collection of rock spires poking through the surface of the Great Sea. Several Kargorocs closely guard the spires, waiting to swoop down and attack unwary passersby.

Ghost Ship Notice

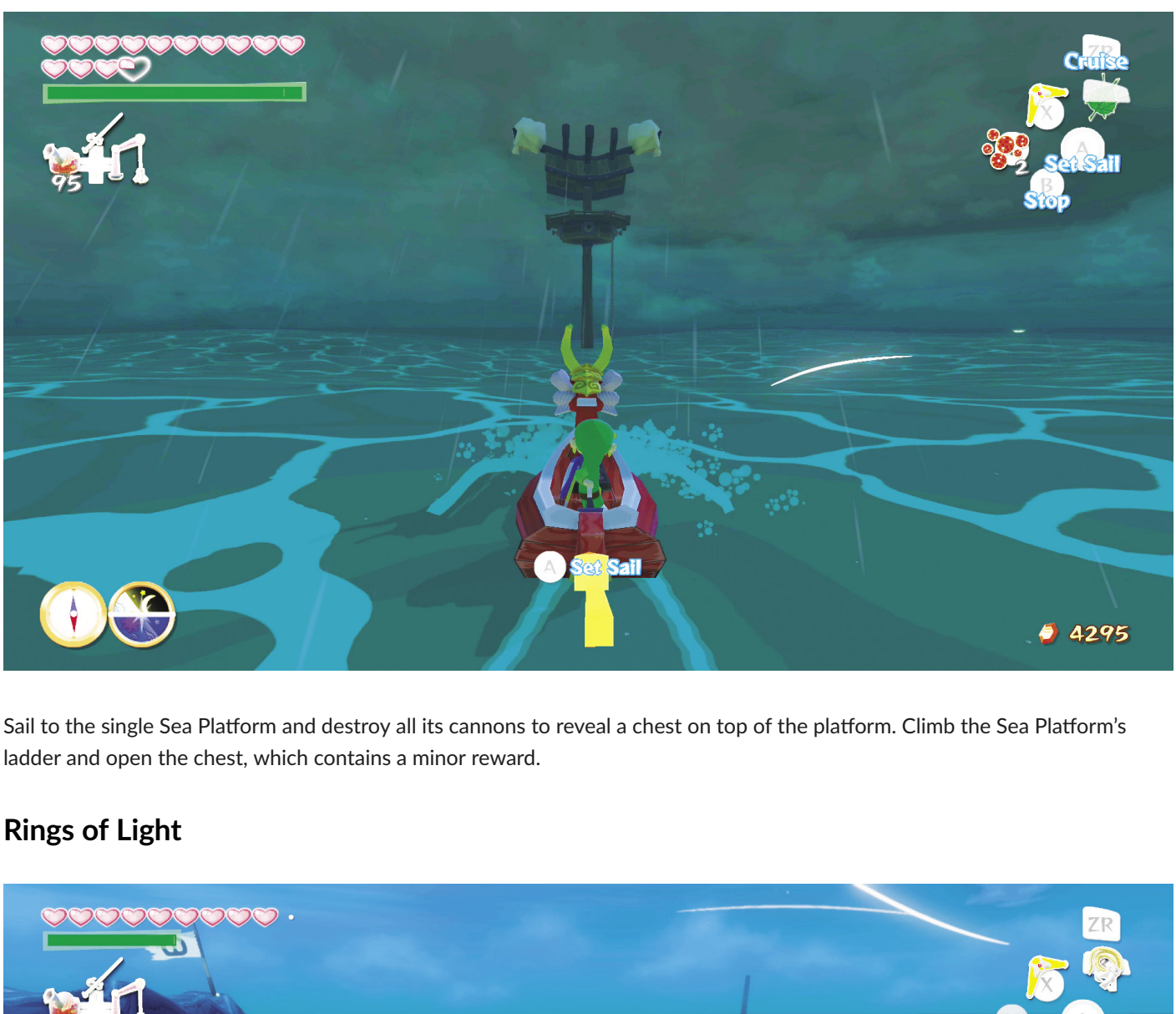
The Ghost Ship appears near this island on nights when the crescent moon faces down (right crescent).

Piece of Heart #6 (via Submarine)

Piece of Heart #6 is inside a submarine in this sector. Sail to the submarine, and notice a chest on a raft next to it. Open the chest for a Red Rupee, then swim onto the submarine and enter the doorway leading inside.

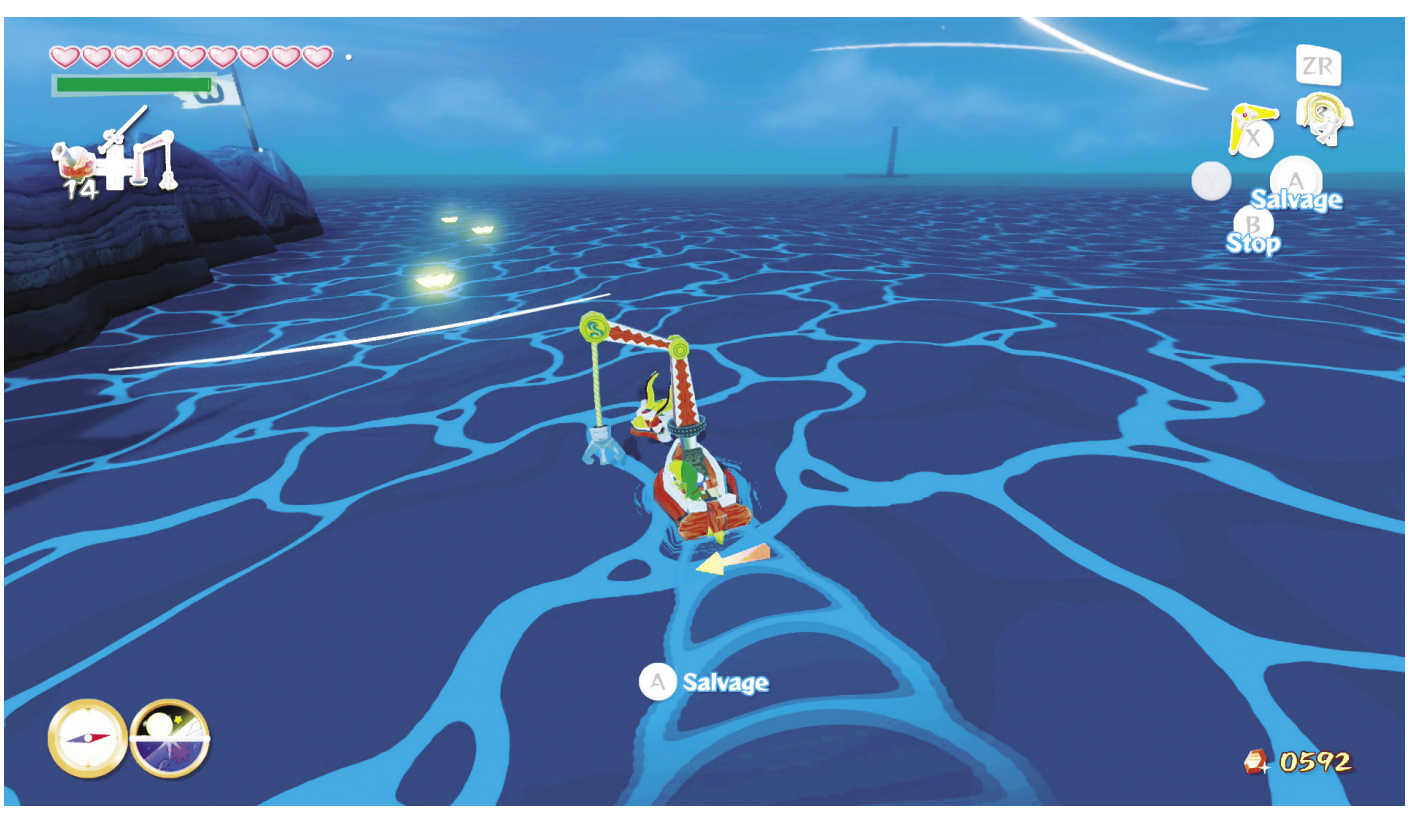
You face a few Bokoblins and Keese. Defeat the enemies, and a ladder drops from the ceiling of the submarine. Climb the ladder and open the chest above to claim Piece of Heart #6.

Sea Platform



Sail to the single Sea Platform and destroy all its cannons to reveal a chest on top of the platform. Climb the Sea Platform's ladder and open the chest, which contains a minor reward.

Rings of Light



Three rings of light around this island appear only under the light of a full moon. Each contains a chest with a Red Rupee. When you see the rings of light, use the Grappling Hook to pull up the chests.

Piece of Heart #35 (via Treasure Chart #33)

Find and open Treasure Chart #33 (found at Windfall Island [D2]) to pull a chest from the Great Sea near the Five-Star Isles. The chest contains Piece of Heart #35.

How to Play

Game File Management

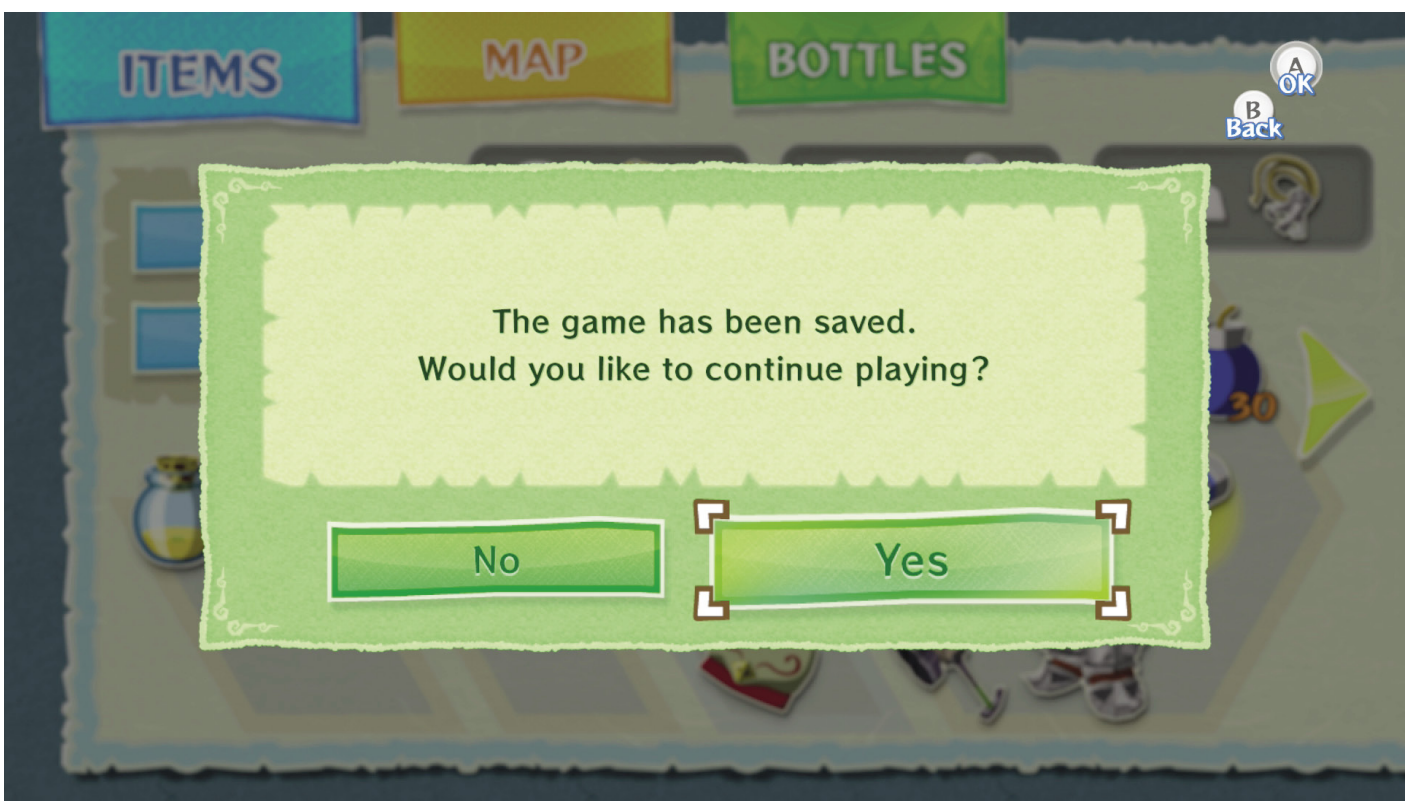
Creating a New Game File

At the File Selection screen, highlight an empty Quest Log and press (A) to start a New Game file. The name you give your game file is the same name that Link will be given during the adventure.

Game Modes

When starting a New Game, you have the option to play in Normal Mode or Hero Mode. Normal Mode is recommended for beginners, while Hero Mode presents a special challenge for advanced players. In Hero Mode, you'll never find Hearts while chopping grass, smashing objects, or defeating enemies. You'll have to rely on your wits and other restoratives, such as potions and Fairies, when the going gets rough!

Saving a Game File



Both the Item subscreen and the Quest Status subscreen have a save option. Highlight that option and press (A) to save your game. Afterward, you can continue playing or exit to the Main menu. To resume a saved game, select the appropriate Quest Log after advancing past the title screen.

Save File Starting Points

If you continue a game that you saved in a dungeon, you appear near the closest entrance to that dungeon. If you continue a game that you saved on the overworld, you appear in the Great Sea sector in which you saved.

Controller Selection

Whenever you begin a new adventure or load a saved game, you'll be asked to confirm your choice of controller. Choose to play using either the Wii U GamePad or the Wii U Pro Controller. You can change this setting at any time through the in-game Options menu (see the "Game Options" section).

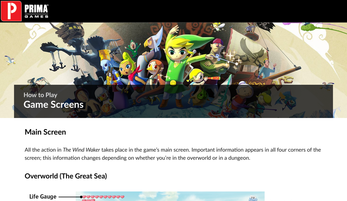
Copying and Erasing Game Files

To copy a Quest Log, choose Copy from the File Management screen. Select the Quest Log you want to copy, then choose the Quest Log to which you want to copy it. The game warns you if you are in danger of overwriting an existing Quest Log.

To erase a Quest Log, select Erase from the File Management screen, then select the Quest Log you wish to erase. The game makes sure that you want to erase the Quest Log before it removes it from the system memory.

Think Carefully!

After you erase a Quest Log, you can never recover it. Be sure you want to erase it.



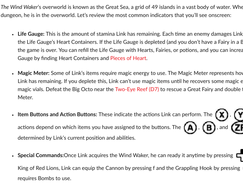
How to Play

Game Screens

Main Screen

All the action in *The Wind Waker* takes place in the game's main screen. Important information appears in all four corners of the screen; this information changes depending on whether you're in the overworld or in a dungeon.

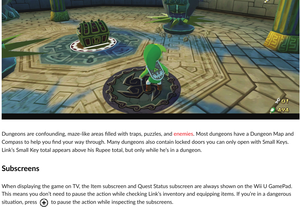
Overworld (The Great Sea)



The Wind Waker's overworld is known as the Great Sea, a grid of 49 islands in a vast body of water. Whenever Link is not in a dungeon, he is in the overworld. Let's review the most common indicators that you'll see onscreen:

- **Life Gauge:** This is the amount of stamina Link has remaining. Each time an enemy damages Link, he loses Hearts from the Life Gauge's Heart Containers. If the Life Gauge is depleted (and you don't have a Fairy in a Bottle to rescue Link), the game is over. You can refill the Life Gauge with Hearts, Fairies, or potions, and you can increase the size of the Life Gauge by finding Heart Containers and Pieces of Heart.
- **Magic Meter:** Some of Link's items require magic energy to use. The Magic Meter represents how much magic energy Link has remaining. If you deplete this, Link can't use magic items until he recovers some magic energy from potions or magic vials. Defeat the Big Octo near the Two-Eye Reef (D7) to rescue a Great Fairy and double the size of Link's Magic Meter.
- **Item Buttons and Action Buttons:** These indicate the actions Link can perform. The Ⓧ, Ⓨ, and R actions depend on which items you have assigned to the buttons. The Ⓐ, Ⓑ, and ZR actions are determined by Link's current position and abilities.
- **Special Commands:** Once Link acquires the Wind Waker, he can ready it anytime by pressing ✛. While sailing in the King of Red Lions, Link can equip the Cannon by pressing ✛ and the Grappling Hook by pressing ✛. The Cannon requires Bombs to use.
- **Compass and Clock:** These indicators appear while you're sailing in Link's boat, the King of Red Lions. They display the current time of day and the direction in which you're headed.
- **Rupees:** This indicates the number of Rupees Link has in his wallet. If the Rupee next to the number is green, Link can carry a maximum of 500 Rupees. If it is blue, he can carry up to 1,000. If it is orange, 5,000 is his limit. Visit Great Fairies in Outset Island (D7) and Northern Fairy Island (C1) to increase Link's maximum Rupee capacity.

Dungeons



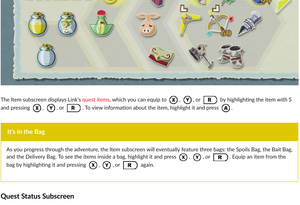
Dungeons are confounding, maze-like areas filled with traps, puzzles, and enemies. Most dungeons have a Dungeon Map and Compass to help you find your way through. Many dungeons also contain locked doors you can only open with Small Keys. Link's Small Key total appears above his Rupee total, but only while he's in a dungeon.

Subscreens

When displaying the game on TV, the Item subscreen and Quest Status subscreen are always shown on the Wii U GamePad. This means you don't need to pause the action while checking Link's inventory and equipping items. If you're in a dangerous situation, press + to pause the action while inspecting the subscreens.

When you're playing on the GamePad or when you're using a Wii U Pro Controller, you must press + to pause the game and bring up the subscreens.

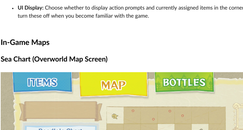
Item Subscreen



The Item subscreen displays Link's quest items, which you can equip to Ⓧ, Ⓨ, or R by highlighting the item with ✛ and pressing Ⓧ, Ⓨ, or R. To view information about the item, highlight it and press Ⓐ.

> **It's in the Bag**
>
> As you progress through the adventure, the Item subscreen will eventually feature three bags: the Spoils Bag, the Bait Bag, and the Delivery Bag. To see the items inside a bag, highlight it and press Ⓧ, Ⓨ, or R. Equip an item from the bag by highlighting it and pressing Ⓧ, Ⓨ, or R again.

Quest Status Subscreen



The Quest Status subscreen displays information about the quest objectives that Link has completed:

- **Save and Options:** Highlight these and press Ⓐ to save your game or change the game options (see the "Game Options" section).
- **Pieces of Heart:** This shows how many Pieces of Heart you have toward your next Heart Container. Collect four Pieces of Heart to complete a new Heart Container and extend Link's Life Gauge.
- **Triforce Shards:** Late in the game, Link must find the Triforce of Courage's eight shards. This shows how many shards he's found so far.
- **Pearls:** At the beginning of the game, Link must find Din's Pearl, Farore's Pearl, and Nayru's Pearl. This shows how many pearls he's found so far.
- **Equipment:** Unlike the items in the Items subscreen, the items in this column are automatically equipped and do not need to be set to Ⓧ, Ⓨ, or R.

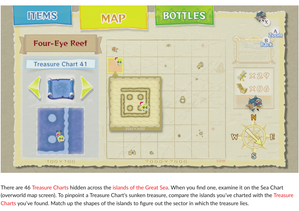
Game Options

Highlight Options on either subscreen and then press Ⓐ to change the following game options:

- **Target Type:** Select between holding down ZL to target ("Hold") or pressing ZL to switch targeting on/off ("Switch").
- **Camera:** Reverse the left/right directions for the camera controls.
- **First-Person Camera:** Invert up/down directions for camera controls during first-person camera movement.
- **Controller:** Set controller preferences between the Wii U GamePad and the Wii U Pro Controller.
- **Gyroscope:** Switch the gyroscope on the Wii U GamePad on or off. This will have no effect when you're using the Wii U Pro Controller.
- **UI Display:** Choose whether to display action prompts and currently assigned items in the corner of the screen. You can turn these off when you become familiar with the game.

In-Game Maps

Sea Chart (Overworld Map Screen)



The Sea Chart displays Link's position in the overworld. It has 49 island sectors, but many islands are not shown on the Sea Chart at first. Find a Fishman near each island as you explore the Great Sea and feed him some All-Purpose Bait. The Fishman will draw the nearby island onto your Sea Chart and will give you a bit of information. The name of the island then appears at the top of the screen while the sector is selected. For a closer view of the island, zoom in on the sector after the island has been charted.

> **Fishman's Tips**
>
> Forgot a Fishman's advice? Never fear! Just select the sector on your Sea Chart, and you can hear his words of wisdom again.

The right side of the Sea Chart shows how many Treasure Charts you've found and how many of the Treasure Charts' treasures you've salvaged from the Great Sea's depths. The Treasure Charts are displayed on the left side of the Sea Chart; open each one and scroll through them to see where their treasure lies. The current wind direction also appears in the lower-right corner of the Sea Chart.

Treasure Charts

There are 46 Treasure Charts hidden across the islands of the Great Sea. When you find one, examine it on the Sea Chart (overworld map screen). To pinpoint a Treasure Chart's sunken treasure, compare the islands you've charted with the Treasure Charts you've found. Match up the shapes of the islands to figure out the sector in which the treasure lies.

> **Successful Salvaging**
>
> When you approach a sunken treasure's location, switch to its associated Treasure Chart and zoom in your current sector on the Sea Chart. The yellow X on the Treasure Chart shows the treasure's location, and the Icon of Link's head on the sector map shows his position. Use the Treasure Chart to navigate over the sunken treasure and drop your Grappling Hook to retrieve it!

Dungeon Maps

Whenever you're in a dungeon, the Map screen displays a map of the dungeon instead of the Great Sea. Only the rooms you visit will appear on the in-game map until you find the Dungeon Map, after which the dungeon's entire layout appears. Use the buttons on the left to select the dungeon's different floors. Shaded rooms on your Dungeon Map have yet to be explored.

Loot Locator

When you find a dungeon's Compass, the locations of the dungeon's boss and the dungeon's treasure chests appear on the Dungeon Map.

How to Play

Controlling Link

Basic Controls

Button	Action
L	Move Link or highlight a menu option
R	Change the camera angle
A	Context-sensitive action button (open, speak, throw, lift, check, attack) or select a menu option
B	Swing Link's sword or cancel a menu selection/return to the previous screen
X, Y, and R	Item buttons—set items to X, Y, and R to use them
ZL	target a character or enemy, or center the camera behind Link
ZR	Context-sensitive action button (crouch, defend, grab)

Movement

Walking and Running

Push Ⓛ in the direction you want to move Link. The more pressure you apply to Ⓛ, the faster Link moves. To walk slowly, gently push Ⓛ.

Jumping

No specific button command makes Link jump. Run off a ledge, and Link automatically jumps up and away from it.

Crouching and Crawling

When Link's sword is not drawn, press and hold ZR to crouch. Hold ZR while pushing L to crawl along the ground and into small tunnels. Crawling can help you sneak up on skittish creatures like wild pigs.

Sidling

When you come to a narrow ledge that runs along a wall, face the wall, and the word "Sidle" will appear next to A at the bottom of the screen. Press A to flatten Link against the wall, and push L to inch him along the narrow ledge. If Link is attacked while sidling, he falls off the ledge.

Hanging

If Link walks off a ledge or can't jump across a gap, he hangs from the edge by his fingers. Press L to climb onto the ledge or L or L to shimmy hand over hand along the ledge. Link can also let go of the edge he's holding by pressing A or L.

Climbing

Link can climb up and down ladders and thick tangles of vines. Face the ladder or vines and press L to climb. Link can only climb up or down ladders, but he can move in any direction while climbing vines. To get down the ladder or vines right away, press A and Link will drop.

Lifting, Carrying, and Throwing Objects

Press (A) while facing an object to lift it and carry it. To set down the object without breaking it, press (ZR). To throw and possibly shatter the object, press (A).

Playing with Power

Link can't lift every item; some are too heavy for him to lift until he finds the Power Bracelets.

Grabbing, Pushing, and Pulling Objects

If you can move an object such as a crate, block, or statue, the word "Grab" appears next to (ZR) at the bottom of the screen while Link faces the object. Press and hold (A) to grab the object, and push or pull it with (L).

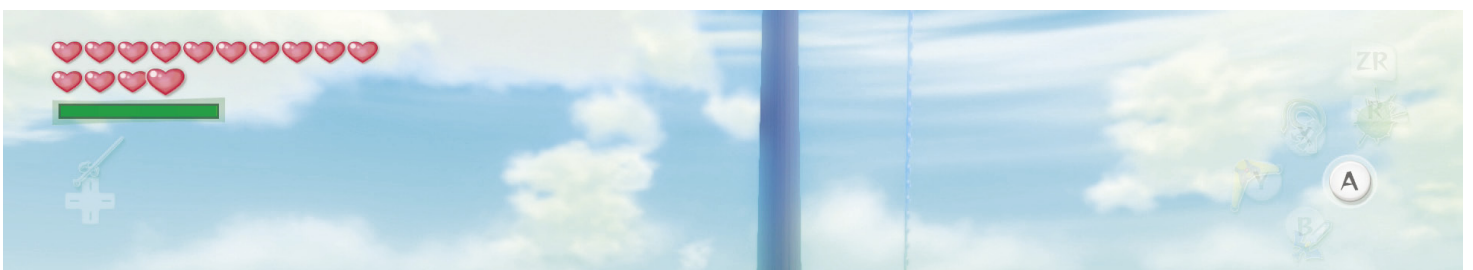
Swinging from Ropes

If ropes are within range of his jump, Link automatically grabs them in midair. Use the following commands while swinging on a rope:

Rope-Swinging Controls

Command	Button(s)
Jump onto the rope	Face the rope and run toward it with L (Link jumps automatically)
Swing	L and L
Jump off the rope	A
Stop swinging	ZR
Change direction	Push L or L
Climb up or down the rope	Hold ZR and push L or X target a character or enemy, or center the camera behind Link

Swimming



Link automatically swims along the surface of deep water. Use L to steer him. When Link is swimming, an air gauge appears in the screen's lower-right corner. If this gauge empties before Link reaches land or shallow water, he falls unconscious, loses a quarter of a Heart, and reappears where he jumped into the water.

Speaking, Reading, and Checking

When a yellow arrow hovers over a person or object, you can press A to speak to the person or examine the object. Use this method to read signs and posters.

Camera

Use G to control the camera perspective. Press down on ◀R until it clicks to enter first-person perspective (see through Link's eyes). Press ZL to center the camera behind Link again, returning it to its default state.

Fighting

To live up to the Hero of Time's legacy, Link must fight and defeat many enemies. Fortunately, he has invaluable sword skills.

ZL -Targeting

To target any character, enemy, or object with a yellow arrow above its head, press and hold ZL. This is called ZL -targeting. Use L to move Link around a targeted enemy. Any projectile weapons (such as the Boomerang or Hero's Bow) will automatically lock onto a ZL -targeted enemy. You don't even have to aim!

Rolling Attack

While running, press (A) to perform a rolling attack. A rolling attack isn't powerful in a battle, but it's a great way to knock down enemies or dislodge objects from high places such as shelves or trees. When traversing long distances on foot, roll over and over to get where you're going a little faster.

Horizontal Slice

Horizontal sword slices can hit several enemies in front of Link at once. Press (B) without (ZL) -targeting an enemy to execute a horizontal slice, and keep pressing it to execute a flurry of horizontal slice attacks (combo).

Go for Combos!

Link's attack combos end with powerful strikes that can knock enemies to the ground. This sets you up to finish them off or flee. Armed enemies drop their weapons when knocked down, rendering them highly vulnerable.

Vertical Slice

To focus your attacks on one enemy, ZL -target the enemy and then press B to perform a vertical slice. Press B repeatedly to perform a vertical slice combo.

Thrust

A thrust is a quick attack that is tough to defend. Just ZL -target an enemy, hold L, and press B to thrust your sword at it. Press B repeatedly to execute a thrust combo.

Spin Attack

A spin attack hits all enemies near Link at once. To perform a spin attack, hold down B for one second and then release it. You can also move L in a complete circle and press B to unleash a spin attack.

Parry Attack

A parry attack turns your enemies' attacks against them. To perform a parry attack, ZL -target an enemy with your sword drawn. When your sword flashes green and A appears at the bottom of the screen, press A to evade your opponent's attack and unleash a strong counterattack.

The Bigger They Are...

A parry attack is an excellent way to weaken and defeat large enemies, because it both protects you and hurts them. A well-timed parry may also cause the enemy to drop its weapon. Rely on parries when you face larger foes like Moblins and Darknuts.

Jump Attack

To jump attack, 9-target an opponent and press (A). This is a great way to break through an enemy's defenses if it blocks your (B) attacks. Like parries and combos, jump attacks can also knock an enemy's weapon from their grip.

Defend

With your sword drawn, press and hold ZR to raise your shield and defend yourself against attacks. This blocks most attacks, and some enemies' weapons fly out of their hands after they strike your shield!

A Moment of Reflection

Defend with Link's shield to reflect certain projectile attacks (such as Octorok rocks) back at the attacker. You can also reflect beams of light once you obtain the Mirror Shield, for a variety of benefits. See the Mirror Shield's section in the "Equipment and Items" chapter for details.

Evasive Maneuvers

While ZL -targeting an enemy, push ◀L or L▶ and press A to sidestep them. Push L and press A to execute a backflip and put distance between you and your foe.

Put Away Sword

To return Link's sword to its sheath and use actions you cannot perform when the sword is drawn (such as crouching and crawling), press Ⓐ without pushing Ⓛ in any direction.

Sailing

The majority of the overworld is covered in water. Fortunately, Link meets up with a talking boat, the King of Red Lions, early in the game. Controlling the King of Red Lions is similar to controlling Link.

Getting in and out of the Boat

Use Ⓐ to climb aboard or hop out of the boat. If you face the King of Red Lions' head when you press Ⓐ, you'll speak to him instead of climbing into the boat.

Wind Direction

The King of Red Lions is a sailboat, powered by wind. The yellow arrow at the stern (rear) of the boat indicates the wind's direction. The boat moves fastest when it's heading in the direction of the arrow, and it slows to a crawl when sailing into the wind. Conduct the Wind's Requiem with the Wind Waker to change the wind's direction and hasten your travels.

Raising and Lowering the Sail

To raise the sail, simply press (B) while standing aboard the King of Red Lions. Press (B) again to lower the sail and slow down. To stop the boat, hold (A).

Jumping and Tight Turns

After you extend the sail and the boat is up to speed, press ZR to jump over enemies and obstacles. If you push L or L as you land, the boat makes a tight turn in that direction.

Cruising Without a Sail

When not using a sail, hold ZR to cruise slowly in the boat. This isn't recommended for long trips—it takes three game days to cross a sector—but it's perfect for precise maneuvering, such as when you're trying to stop on top of a sunken treasure.

Using Items in the Boat

You can use most (X), (Y), and [R] items normally in the boat. Using a (X), (Y), or [R] item puts away the sail. Some items, such as the Grappling Hook and bombs, transform into different items when you use them in the boat. Once you have the Grappling Hook, press ✚ to ready the Grappling Hook for salvage operations. Once you have Bombs, press f to ready the boat's Cannon for battle.

Compass and Clock

When you're sailing in the boat, a compass and a clock replace the area map. The red tip of the compass arrow points north, and the clock gives you the approximate time of day.

How to Play

Environmental Objects

The Great Sea is vast and varied, with environmental objects and obstacles that can help or hinder Link in his quest.

Overworld Objects

While sometimes found in dungeons, the following objects are more commonly encountered in the overworld.

Bomb Flowers

These brightly colored flowers have bombs in their centers. Pluck the bomb from the flower with (A) and then throw it with (A) or set it down somewhere with (ZR). Bombs from Bomb Flowers are identical to the quest item bombs, except you can't store them or carry them with you. Bomb Flowers are volatile and explode if an object hits them, such as your sword or a thrown rock.

Cyclones

Until you defeat Cyclos, his cyclones roam the Great Sea's surface and suck up any boat that gets too close. If you have the Hero's Bow, steer into a cyclone and shoot Cyclos with an arrow to get rid of the cyclones. Cyclos will then teach you the Ballad of Gales, which lets you use his cyclones to rapidly travel the Great Sea.

Ghost Ship

The Ghost Ship appears near seven islands during the seven different phases of the moon. Once you find the Ghost Ship Chart during the main adventure, you'll be able to sail into the Ghost Ship and explore it. Until then, the Ghost Ship vanishes when you approach.

Ghost Ship Locations	
Phase of Moon	Island (Sector)
	Five-Star Isles (G7)
	Star Belt Archipelago (G3)
	Greatfish Isle (B4)
	Crescent Moon Island (E1)
	Diamond Steppe Island (A6)
	Bomb Island (F5)
	Spectacle Isle (C2)

Holes

Occasionally Link comes across holes in the ground. Sometimes they're under rocks, sometimes thick grass covers them, and sometimes they're in the open. Drop into them to reach a hidden cavern below the island's surface.

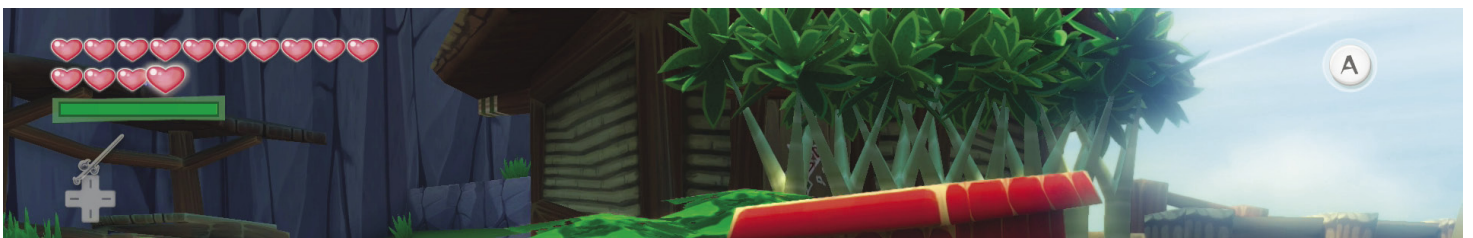
Long Grass and Bushes

Link can cut down grass, bushes, flowers, and small trees with his sword. You often find common items, such as Rupees or Hearts, under the foliage.

Narrow Ledges

Link can sidle across or hang from narrow ledges, but if an enemy attacks him or he is otherwise injured, he falls off the ledge.

Postboxes



Many of the Great Sea's islands have red postboxes. Check them to see if you have mail or use them to mail letters from your Delivery Bag. A postbox wiggles and shakes when it has a letter for you to read.

Magic Mail

All postboxes are mysteriously linked, so if you see that you have a letter, you can open any postbox on any island to get it. You can also send letters from any postbox, but the closer you are to Dragon Roost Island (F2), the cheaper the postage!

Rings of Light

The rings of light that float on the Great Sea's surface indicate a sunken treasure chest. As you sail to them, the rings fade, but a tinkling chime grows louder as you approach the chest. Bright rings of light with beams shining up from their center indicate the sector's special sunken treasure, but these only appear after you find and open their matching Treasure Chart.

Rocks

Link can pick up and throw small rocks from the game's beginning, but he can't lift large rocks carved with faces until he has the Power Bracelets. Light gray rocks with cracks in them can be bombed into pieces.

Sea Platforms

Not to be confused with generic platforms, which describe any flat surface suspended in midair, Sea Platforms are enemy outposts scattered around the Great Sea's surface. Defeat the Sea Platform's guards to get treasures, such as Rupees, Treasure Charts, or Pieces of Heart! Sometimes you must destroy a Sea Platform's cannons to reveal its treasure.

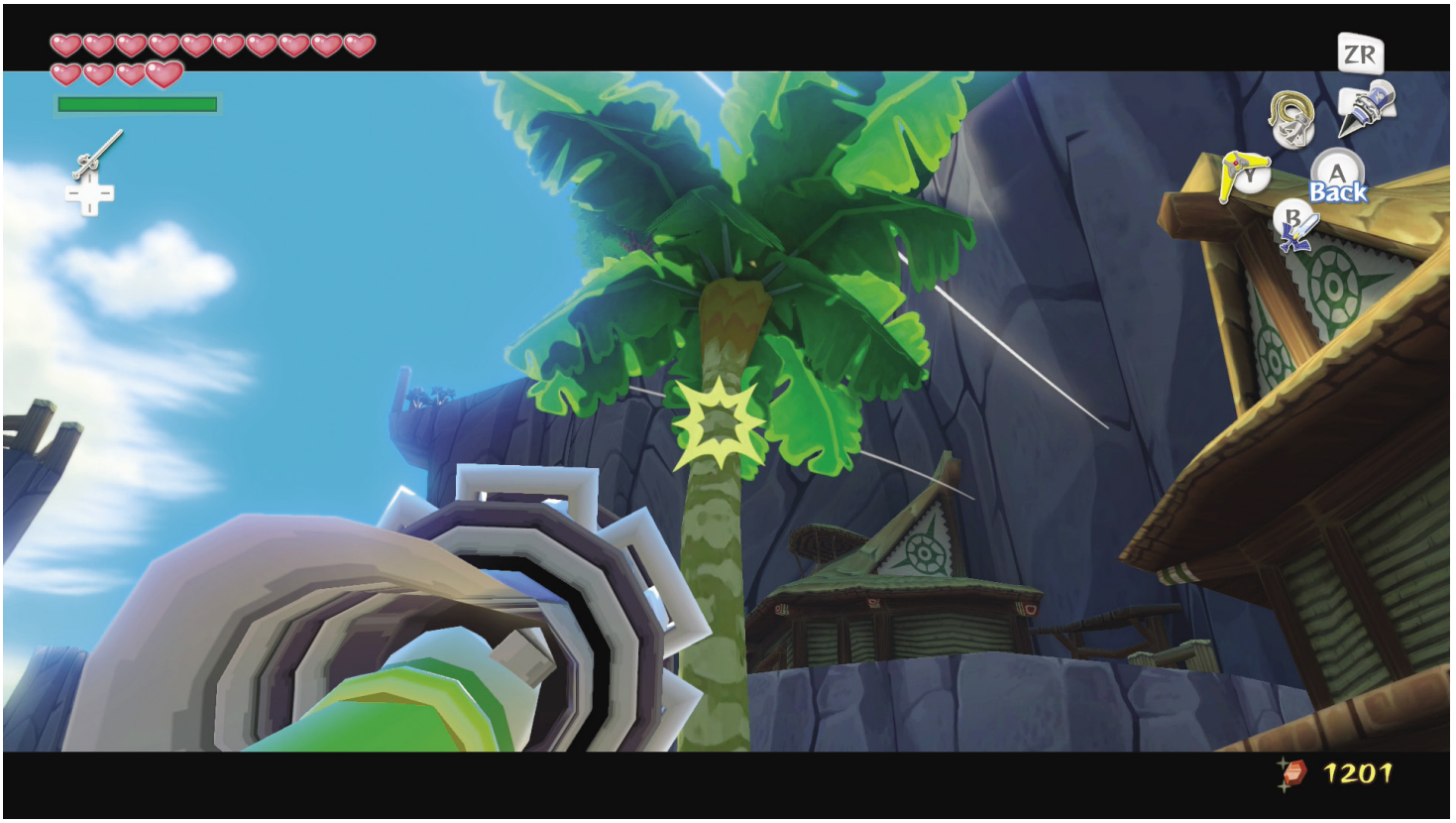
Stakes and Pegs

When you approach a large wooden stake or peg and a yellow targeting arrow appears over it, ZL -target the spike or peg and swing the Skull Hammer to pound it down. Some stakes are spiked, mind you, so don't get too close!

Submarines

Several submarines piloted by Ganon's minions lurk beneath the Great Sea's waves. When you find one, hop out of the boat and enter the submarine to fight the enemies inside and claim a valuable treasure, like a Treasure Chart, Piece of Heart, or an Empty Bottle.

Trees



Link can knock items out of trees by using a rolling attack on a tree trunk. Link's Hookshot also can target trees and pull him up to them. Makar can plant Deku Seeds in soft earth and grow a tree.

Updrafts

Updrafts are small cyclones. If Link glides into one with his Deku Leaf, it propels him upward. Use updrafts to glide to areas that are higher than the ledge from which you started your glide.

Water

Link can swim on the surface of deep water, but only for as long as the air in his air gauge lasts. He can wade through shallow water without having to worry about the air gauge. Some streams and rivers have strong currents that pull Link along if he falls into them.

Whirlpools

Link has to make his way through more than one whirlpool over the course of the game. When you are caught in a whirlpool, you have to complete some objective, such as defeating an enemy, to avoid being pulled in. If you are sucked into a whirlpool, you reappear in a different sector of the Great Sea and lose Hearts from your Life Gauge.

Wind

Wind is important in *The Wind Waker*. It determines your boat's momentum, and it can work for or against you when you're gliding with your Deku Leaf. Know which way the wind is blowing!

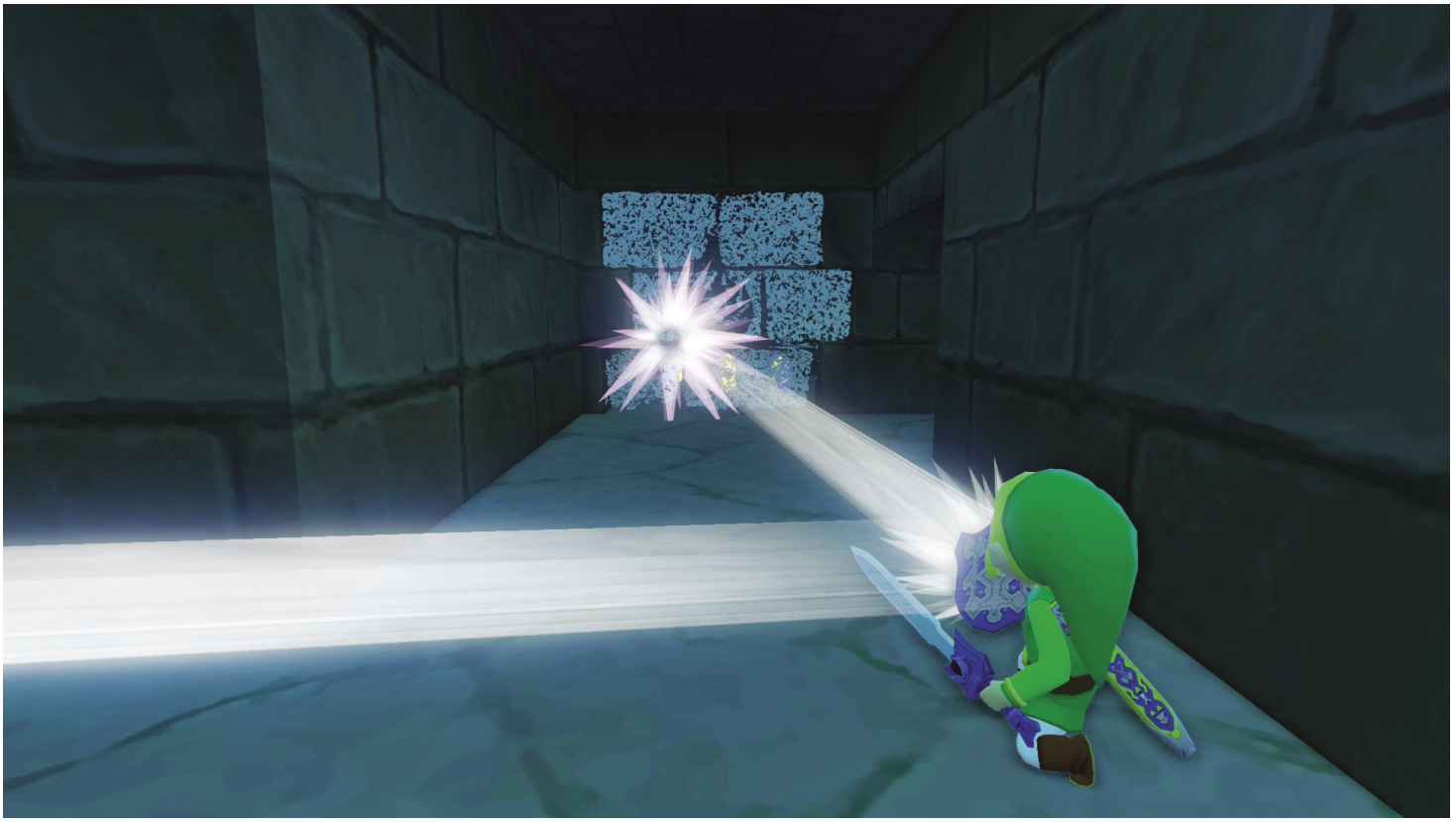
Dungeon Objects

While sometimes found in the overworld, the following objects are more commonly encountered in dungeons.

Baba Buds

Jump into these purple buds, and they give your Magic Meter a boost and propel you into the air! While in the Baba Bud, use L and L to turn and position yourself in the desired direction. When you shoot out, press L to soar in the direction you're facing.

Light Beams



Link and Medli can reflect light beams with their Mirror Shield and harp, respectively. Reflected light beams disintegrate some objects, reveal translucent chests, and injure certain enemies.

Big Key Locked Doors

The door to each boss chamber is sealed, and you need a Big Key to open it. To open the door and fight the boss, you need to find the dungeon's Big Key.

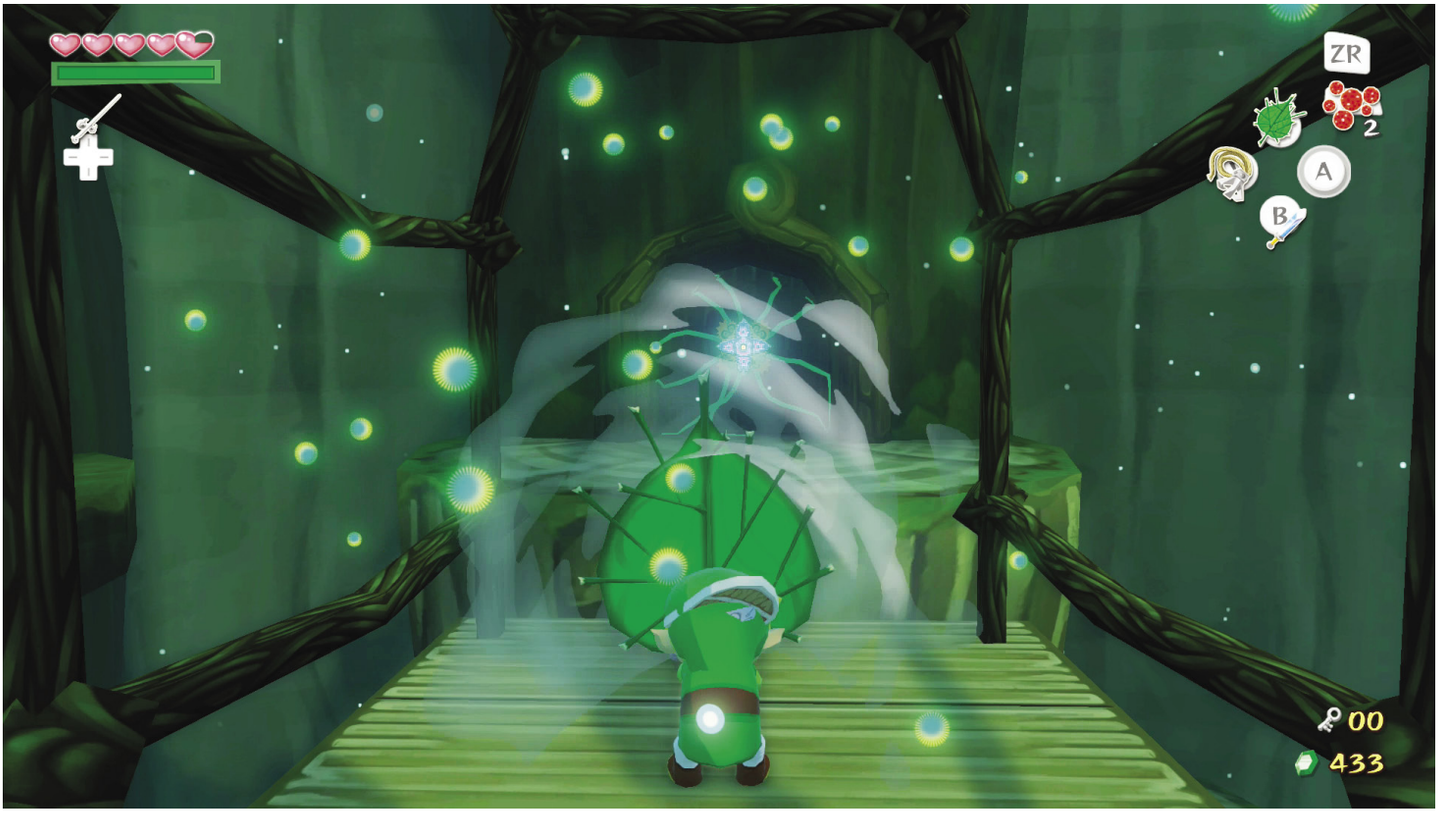
Blocks and Crates

Link can push or pull blocks and crates and can lift crates over his head. He can also climb onto blocks and crates by facing them and pushing L. Crates float; blocks don't—valuable information when aiming to complete certain puzzles!

Bridges

Be careful when fighting on rope bridges. They sway dangerously, and Link's sword can cut through the bridge's support ropes, sending the whole bridge crashing down! Fire will burn away a bridge's ropes too.

Cable Platforms



Found in the Forbidden Woods, these platforms run along a cable above them. Call one to you by blowing a Deku Leaf wind gust at a nearby pinwheel. Once aboard a cable platform, turn around and use the Deku Leaf again to blow a gust of wind that propels the platform back along its cable.

Chests

Chests contain treasures, and none are locked. Open any chest by standing in front of it and pressing Ⓐ. All unopened chests in a dungeon are marked on the Dungeon Map after you find the dungeon's Compass. Some chests in the Earth Temple are translucent, and you must reveal them by reflecting a beam of light at them before they can be opened.

Cracked Floor Tiles

Link can smash through cracked floor tiles by standing on them and then equipping the Iron Boots or by placing a bomb near the cracked tile.

Eye Plaques

These decorations, seen in the Tower of the Gods, trigger an action when you shoot them with an arrow.

Ice

Icy surfaces are slick, and it's hard to control Link when he moves across them. Move slowly, and don't make sudden Ⓛ movements!

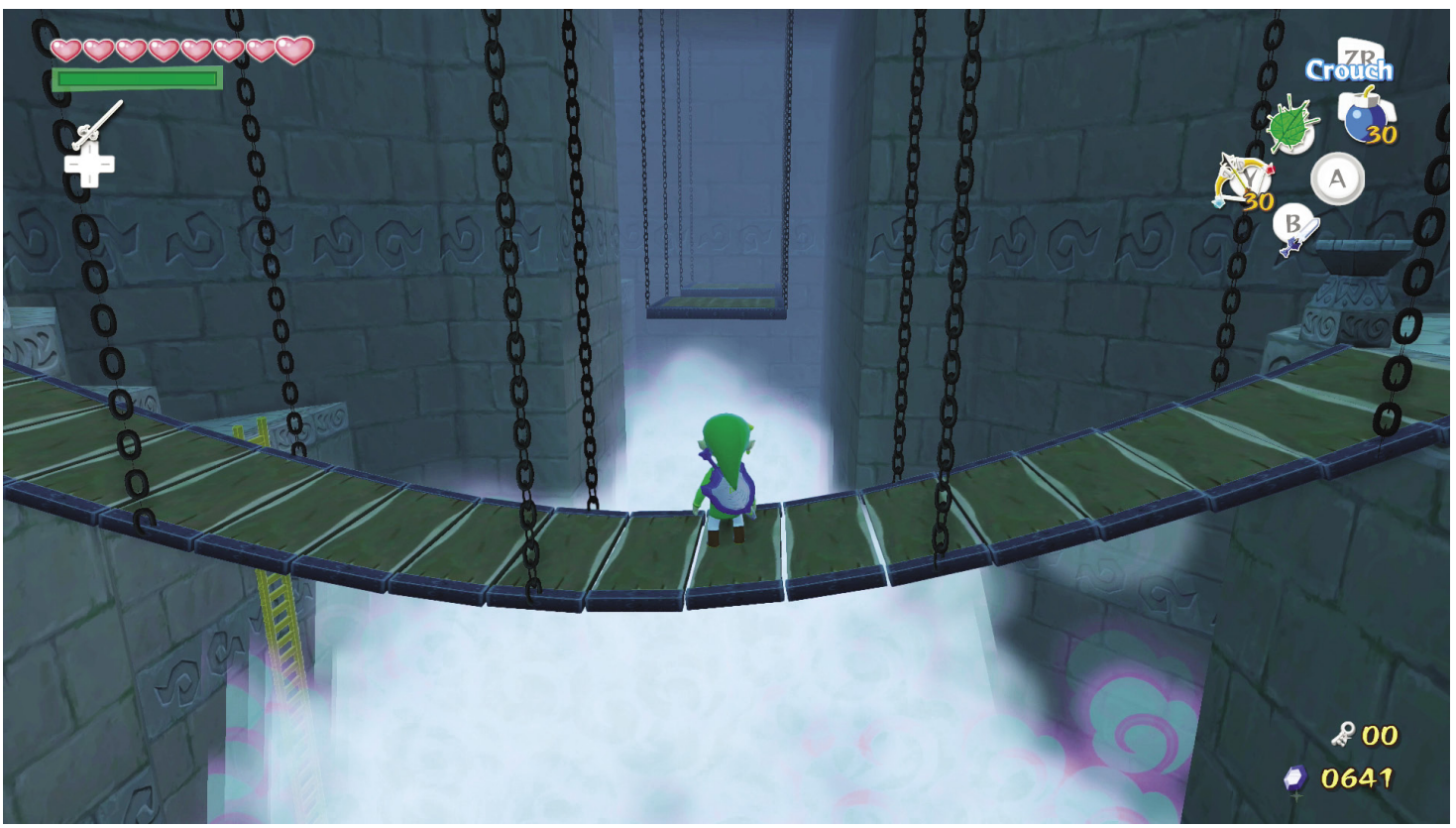
Lava

Lava is hot. If you fall in it, you lose a quarter of a Heart and reappear at the room's entrance. Burn!

Locked Doors

Locked doors open with Small Keys. Each dungeon has as many Small Keys as it has locked doors. You cannot use Small Keys from one dungeon to open locked doors in another dungeon.

Paralyzing Fog



Seen in the Earth Temple, this bluish fog makes Link temporarily unable to use his sword or (X), (Y), and R items. Link recovers a few seconds after escaping the fog.

Piles of Leaves

Link comes across several piles of leaves in the Forbidden Woods. Blow them away with a Deku Leaf wind gust, or set them on fire with a burning Deku Stick, to find hidden goodies.

Pinwheels

You can activate pinwheels by a wind gust from Link's Deku Leaf. Once spinning, they activate a nearby object, such as a cable platform.

Poles

These horizontal poles come in a variety of shapes and sizes, but you can use them all as targets for Link's Grappling Hook. Hold ZR to stop swinging and then press L to climb the Grappling Hook's rope and stand on top of the poles.

Pots

Every dungeon is littered with fragile pots, many of which contain common items. Some dungeons also have pinecones or skulls that function the same way as pots. Smash them with Link's sword and see what you find.

Ropes

Link can jump onto ropes and swing or climb them. Press Ⓐ to make Link let go of the rope at the height of a swing, and he'll soar through the air to reach distant spots.

Sealed Doors

Some dungeon doors are sealed. To open them, you must usually accomplish an objective in the room, such as defeating all of the room's enemies or activating a switch. Small Keys do not unlock sealed doors.

Spikes

Sharp, pointy spikes are best avoided. Contact with them knocks Link's Life Gauge down a Heart or two.

Springboards

Climb onto a springboard and use the Iron Boots to compress it. Remove the Iron Boots, and the springboard catapults Link into the air much like a Baba Bud.

Switches

Switches are pressure-sensitive objects that trigger an effect when stepped on. Switches come in all shapes and colors, but there are three basic types:

- **Pressure switches** remain activated after you step off them.
- **Constant pressure switches** require some sort of weight to hold down the switch.
- **Simultaneous pressure switches** have to be activated by keeping weight on multiple switches.

Torches

Torches are stationary objects that illuminate darkened rooms. Link can use torches to light Deku Sticks he's holding. Unlike a lit Deku Stick, torches never burn out.

Warp Pots

Most dungeons have three Warp Pots, but boards or rocks seal most of them. Use fire or a jump attack to get rid of a Warp Pot's boards, and use bombs to blast away a Warp Pot's rocks. Once unsealed, a Warp Pot becomes active. Drop Link into an activated Warp Pot, and he'll pop out of another Warp Pot elsewhere in the dungeon. If Link hasn't activated any other Warp Pots, he simply reemerges from the same Warp Pot.

Water Pots

You can lift and throw water pots at enemies who are vulnerable to water, and you can throw them onto hot lava to create temporary platforms on which Link can stand. Create a platform on a lava plume and jump on; ride the platform upward when the lava plume flares into the air.

Wind Crests

When you see one of these circular blue tiles, stand on it and conduct the Wind's Requiem with the Wind Waker. You always get a nice surprise!